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# GAME

THE BOY XTREME MAGAZINE

EXCLUSIVE REVIEW!

## SUPER MARIO ADVANCE 2

*This is the one we've all been waiting for!  
The greatest-ever platformer reviewed and rated!*

## SONIC ADVANCE

*Is it new? Has it dated? Should you buy it?  
We give you the low-down on Sega's spiny sensation!*

EXCLUSIVE REVIEW!

## MORTAL KOMBAT ADVANCE

*The hard-hitting fantasy fighter  
punches and kicks its way  
onto the GBA. We check it out!*

EXCLUSIVE REVIEW!

ON THE VIDEO!

## Puyo Pop

*One of the most celebrated  
puzzlers ever comes to the  
Advance, and it rocks!*



## Super Mario Advance 2

*Super Mario World, the greatest  
platformer on the SNES, arrives on the GBA  
with a bang. It's a gaming phenomenon!*

ON THE VIDEO!



PLUS...

- Worms World Party
- Cubix: Robots for Everyone
- ET: Escape from Planet Earth
- Mortal Kombat Advance
- Shaun Palmer's Pro Snowboarder
- Cruis'n Velocity

ON THE VIDEO!

ON THE VIDEO!

*The Game Boy Color goes from  
strength to strength as the  
all-American teenage twins  
return to the small screen!*



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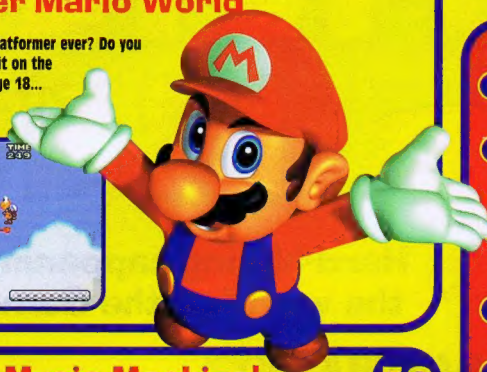
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# LOCK 'N' LOAD

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Is this the greatest platformer ever? Do you want it if you played it on the SNES? Find out on Page 18...



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Play music on your Advance! We give you an exclusive look at Date's forthcoming MP3 player for the GBA, as well as bringing you all the latest Action Replay GBA codes!



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The blue bullet's back in all his high-speed glory. But has he had his day? We bring you an exclusive review of Sega's sizzling sensation!



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Midway's blood-soaked bash comes to the Advance, and it's got a fight on its hands. Has it the power to go the distance? Check out our ace review...



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# THE FIRING LINE



Hard-hitting happenings from the world of the Game Boy...

## SAKURA SAYZ

Hey reader! It's really great to see our friendly neighbourhood plumber back on the Advance, and in his greatest-ever adventure too! Yep, Super Mario World is generally regarded as the finest Mario game on

offer, and it's coming to the Advance! Wowzers! Gaming just doesn't get any better than this! As I'm sure ya know, Super Mario Advance 2: Super Mario World is a conversion of a SNES classic. We haven't had an original Mario game on the Advance yet. Well, there was the brilliant Wario Land 4, but we've yet to see a brand-new game starring Mario.

This month I asked my boyz where Mario should go next. What should he do? What new adventures can he tackle? How should a new and original Mario game play? Their answers are over the page, but what do YOU think? Write in and tell me – you might just win a prize.

**Sakura**

# TACTICS OGRE: THE KNIGHT OF LODIS

Fantasy fighting in a world of magic, men and monsters...



The eight-part *Ogre Battle* saga did hugely well in Japan and shifted a fair few copies in the States, but over here, it's virtually unknown. For those that don't know what it is, it's an RPG/wargame hybrid where the player engages the enemy in a series of battles separated by plot scenes. The battles are pure strategy, with your characters moving across a squared arena a little like chess pieces, the terrain and

your personal speed affecting how far you can move. You battle it out with the usual range of swords, axes and spells, and the more you fight, the better

your fighters get, which is where the RPG elements emerge. The GBA game isn't a conversion of an official part of the saga. Rather, it's an original tale that takes place between Episode Six, *Ogre Battle 64*, and Episode Seven, *Tactics Ogre*. It's based around the island nation of Lodis, where for the last decade the government



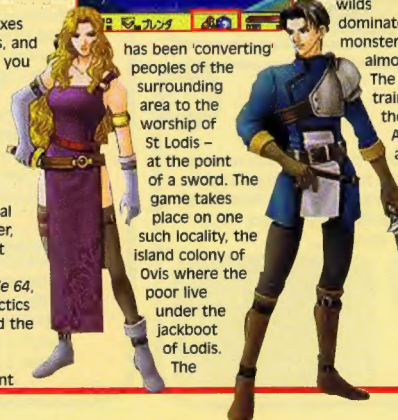
has been 'converting' peoples of the surrounding area to the worship of St Lodis – at the point of a sword. The game takes place on one such locality, the island colony of Ovis where the poor live under the jackboot of Lodis. The

island's divided by near-impassable mountains, so travel to the area inhabited by aristocracy or the wilds dominated by monsters is

almost impossible. The *Ogre Battle* training mode is there, but on the Advance, you can also train against human opponents via a link cable. Both players need a cart and a saved game, but both earn the rewards of battle. The only real



problem with the *Ogre Battle* saga was that in many games, the story sections were almost non-interactive, giving the games a stop-start feel. If developers Atlus can solve this problem, it could be a real cool customer.





# METROID IV

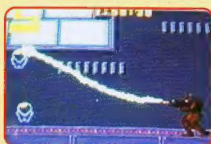
Is this a game that should have been left to lie?

ADVANCE PREVIEW

The *Metroid* series of games has an incredible pedigree, debuting on the NES in the mid-Eighties and appearing on most Nintendo consoles since. Judging by what we've seen of the Game Boy Advance version, though, it might have a better past than present. The game takes place after *Super Metroid*, and although Samus is back, one wonders how his armour once again fused with a Metroid when they died out at the end of the last



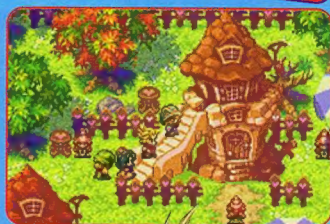
game. It seems at least one survived. The game was announced at last year's E3 trade show, and nothing has been seen of it since. Hopefully the developers are working hard on improving the bland and lifeless graphics which, to be frank, do the game no favours at all. Still, it's not due until the Summer, so there's plenty of time for improvements.



# MAGICAL VACATION

We're all going on a Summer holiday...

ADVANCE PREVIEW



This one hasn't got a UK release date fixed, but it's announced in the States and already out in Japan. No change there, then...

*Magical Vacation* is an RPG starring 16 young pupils at the local magic school. You're free to change the name and gender of the lead character, so if you really want to, you can pick a boy and call him Harry Potter. When attacked by

roving monsters, you're forced to flee to a parallel dimension called the Plane of Light. The group is separated, and it's up to you to reunite them and lead them back to Earth.

There are plenty of sub-quests to tackle, and as you recruit more and more missing students, further plotlines unfold. Battles are big on magic. To cast spells, you

combine the 16 magical elements such as Fire, Water, Insect and Sound. All elements have an Elemental Spirit, which can be befriended and summoned during the game. Your own elemental alignment can be 'traded' over a link cable to further enhance

your party.

The GBA is rapidly becoming THE platform for exciting RPGs, with *Breath of Fire* and *Golden Sun* already out there and lots more in the pipeline.

*Magical Vacation* looks set to take its place at the forefront of the genre's handheld revival.



# FAAAALL IN!

Mario's on a roll, with his second Advance platformer taking the Advance by storm. But where should Nintendo take Mario next? The GBA crew give some sound advice...



IAN OSBORNE

Anyone remember Mario RPG? I'm not after a conversion, but a role-player set in Mario's world would go down a storm on the GBA. All his abilities could be found and used, and maybe it could draw together a few loose ends plot-wise?



JAMIE WILKS

Sports games could be a good idea. Mario has had golf and tennis games before, but how about a five-a-side football game with the whole gang? You could pick your team from all the classic Nintendo characters!



JOHN EAVERTY

I think Mario should actually start work as a plumber. He could spend all day driving round in a knackered Ford Escort van, turning up several hours late for appointments and then over-charging irate customers. Dunno if it would be much fun, though!



SIMON DREW

I'm more than happy to let Nintendo do whatever they see fit with Mario. It'd be nice to have some GBA-exclusive stuff rather than SNES ports, but I'm convinced Nintendo could pull off a Super Mario Lawn Mowing Competition and still make it a must-buy.



OLIVER LAN

Send Mario into Outer Space! He can dodge asteroids and ride on comets for a change. Not quite sure how the jumping on platforms would work in zero-gravity, but I'm sure they'd work something out!



## GTA TOPS GBA POLL

Grand Theft Auto topped an online poll of what old games Advance gamers would like to see on their handheld, grabbing over 32% of the vote. The top games were:

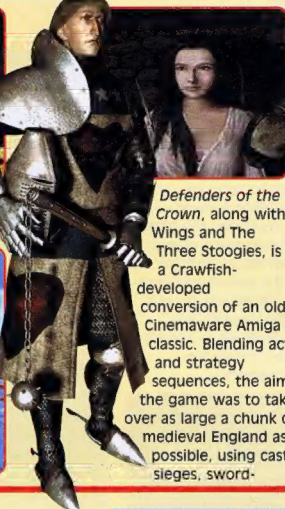
- 1: Grand Theft Auto
- 2: Elite
- 3: Tempest 2000
- 4: Barbarian
- 5: Monkey Island
- 6: Sim City
- 7: Civilisation
- 8: Stunt Car Racer
- 9: Paradroid

Fans of the starship trading game *Elite* will be pleased to know its creator David Braben was already considering a conversion, and Prism are already working on *Grand Theft Auto 3* for the GBA. Here at GBX we reckon *Stunt Car Racer* and *Sim City* would be incredible on the Advance, though *Civilisation* might prove too ambitious for the small screen. Here's hoping MicroProse prove us wrong...



## DEFENDERS OF THE CROWN

Could this be the Advance's crowning strategy glory?



*Defenders of the Crown*, along with *Wings and The Three Stooges*, is a Crawfish-developed conversion of an old Cinemaware Amiga classic. Blending action and strategy sequences, the aim of the game was to take over as large a chunk of medieval England as possible, using castle sieges, sword-

**ADVANCE PREVIEW**

sequences and jousting tournaments. It built a sizable following on the 16-bit machine, but was difficult to get hold of due to its original publisher (Mirrorsoft) going down the tubes soon after it was released. Hopefully the Advance version will be just as respected for its gameplay, but easier to find in the shops.

## ZOE 2173 TESTAMENT

The PlayStation2 saga spawns a GBA sequel

**ADVANCE PREVIEW**

It had to happen. The surprise ending (and commercial success) of Konami's *Zone of the Enders* on the PS2 made a sequel inevitable, though no one expected the series to move onto the Advance. *ZOE 2173 Testament* is already out in Japan.

The original game took place in 2172, so this one's definitely a sequel and not an isolated aside from the



main storyline. The 3D perspective has gone, in favour of an action-RPG-style 2D game. Next month we'll bring you an update of this one, which is expected around Easter, though he title may change.

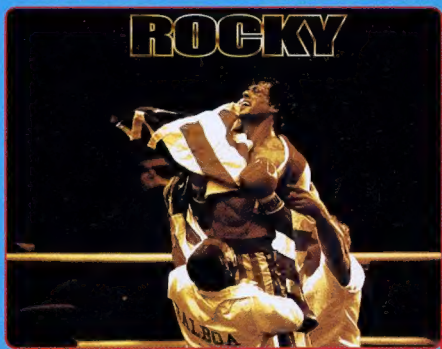
## ROCKY

The hard-punching pugilist comes back for one more bout...

Can it really be 25 years since the monosyllabic bruiser whose main boxing tactic was to block punches with his face first stalked the cinemas? Well, quarter of a century on, Rage Software has snatched the rights to bring the big-screen hero to our small-screen handheld. Rocky's coming to the GBA, and he's in a mean mood! The game will feature all of the characters from the five Rocky films, namely Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn. There's a variety of single and multi-player game modes,



including Movie Mode, Knockout Tournament and Exhibition Bout. Training modes are available to enhance your boxer's skill and stamina. We've no screenshots at present as the game's still a way off, but rest assured we'll bring you a full update soon.





# TOP GUN ADVANCE FIRESTORM ADVANCE

A new game from an old film...

An unknown enemy has been making attacks on various facilities belonging to the USA and her allies. Our best pilots have been brought here, to the Navy's Fighter Weapons School, otherwise known as Top Gun, to hone their dogfighting skills in order to combat this threat. The Top Gun tutors have created a number of possible scenarios in the campaign against the terrorists in order to prepare you for actual combat. These simulated missions take place at a number of locations around the world to make them as authentic as possible. Treat these simulations as if they were the real thing. If you are shot down, or you fail to complete a mission objective in time, you'll fail the

mission. Successful completion of all 12 missions will result in your graduation from the Top Gun Academy. *Top Gun Firestorm Advance* is a Multi-Scrolling Isometric shoot-'em-up featuring unique missions set in the arctic, ocean, forest and desert. There's four enemy ace aircraft, three different weapon types and a handy tutorial mode. The link cable is utilised via a two-player dogfighting mode where you can take on your mates in a fight to the death. There's also an Iceman Mode where you compete against Iceman's scores, just like in the movie. The Color game played really well, but no one could accuse it of being too easy. We'll find out how the Advance version shapes up early next year.

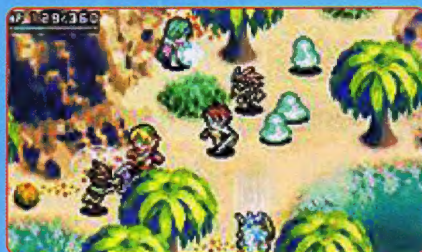


# SHINING SOUL

The Shining series shines on the Advance...

The *Shining* series of games made their name on the Sega machines, but the latest offering, *Shining Soul*, is coming to the Advance. It's an Action RPG in the *Shining Wisdom* mould, but looks set to improve on its ancestor's weak visuals. The most significant Advance enhancement is

the ability to link with up to three other players. Choosing an Archer, Berserker, Magician or Warrior, you can fight the good fight with your friends on the GBA. *Shining Soul* is due for release in the Spring in Japan, so don't expect it before Christmas 2002 here.



# JAMES POND FOR THE ADVANCE

Another happening hero from the 16-bit era is coming to the Advance, this time courtesy of Creatures Labs and Swing! *James Pond* wowed on the Amiga and Mega Drive in the early Nineties, and could well do so again... Our piscine pal starred in a series of platformers, debuting with The hilariously-titled *James Pond: Bubble-O Seven*. The Advance game is to be a conversion of its sequel, *Codename Robocod*. Screens from the Amiga original are shown here.



# EXCUSES, EXCUSES...

Remember the Pokémon single *Gotta Catch 'em All* by 50.Grind, which was tipped for the Christmas No 1 spot and covered in Issue Seven's Kit Bag? Well, it failed miserably, entering the charts and No 57 and went nowhere fast. Why? Apparently its distributor (the people who deliver it to shops all over the country) was forced into voluntary liquidation two weeks before the release and its replacement couldn't get them out in time. The fact that the record wasn't very good didn't help either...

# KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED

Old-school action from the arcades of yesteryear.



Here at GBX we find retro compilations a little tiresome. Sure, they're good for nostalgia value, but do they really offer value for money? We have our doubts, but *Konami Collector's Series: Arcade Advanced* might just break the mould. Why? It has six games, will sell for less than the usual £35 and the titles on offer have been put together with a decent amount of thought. The collection is heavily biased to shoot-'em-ups, with side-scroller *Scramble*, into-the-screen *Tempest* clone *Gyruss* and the eight-way scroller *Time Pilot*. Yie-



*Ar Kung Fu* is an all-time great fighter, and *Frogger* is a fair platform-style offering. Finally, there's *Rush'n Attack*. Never heard of it? Well, outside America it was known as *Green Beret*... We doubt *Konami Collector's*



*Series: Arcade Advanced* will take the world by storm, but if the collection's well put together, it might just make a worthy cart.





## NEW ADVANCE FOR NEW YORK

To celebrate the opening of a new Pokémon Centre in New York, Nintendo has released a brand-new Pokémon-branded Advance. It's called the New York version, and won't be released outside the States. But then, as it's a disgusting pseudo-gold monstrosity that looks like a cheap Christmas tree decoration, who cares?



## SHOP A PIRATE FOR POSSIBLE REWARD

Ever seen those Game Boy carts that offer dozens of games on one cart? Ever bought one? Ever got it home and found not all the advertised games were present, or that the cart didn't even work? You've been conned by a pirate! The games industry has got together with Crimestoppers and set up a confidential phone line so people can report pirates. If you know of anyone dealing in pirate games, videos or CDs, call Crimestoppers confidentially on 0800 555 111. There might be a reward. According to Roger Bennet of ELSPA (European Leisure Software Publishers Association), "To many, the guys selling pirate computer games are harmless Jack-the-lads offering a good deal. But it's completely false and thousands of shoppers every Christmas fall for it. These con men couldn't care less if the games don't work, and they don't care if the supplier of pirate CDs is also a drug dealer. In fact, they only care about filling their own back pockets with cash."



# THE THREE STOOGIES

Classic comedy capers on our happening handheld!



Top Game Boy developer Crawford Interactive has teamed up with Cinemaware to bring several old Amiga

games to the GBA. One of these is *The Three Stooges*, a game where you take control of the comedy trio and try to raise enough money to ensure the orphanage doesn't have to close. The Three Stooges had a film career spanning 40 years, from 1930 to 1970, and are among the best-loved slapstick stars of the black-

## REVIEW PREVIEW



and-white era. Plenty of material to draw on, then. Incidentally, Cinemaware once produced a Game Boy Color *Three Stooges* game, but it was never released.



# WIN A DATEL ACTION REPLAY GBX!

## COMPETITION



Y'know readerz, there are several ways of using an Action Replay GBX. You can switch it on as soon as you get a new game, and plough through it in record time. You can complete a game without using an Action Replay, and then use the cheat card to go back and find things you missed or open up new characters or areas. You can leave it alone until you're stuck, cheat your way through an awkward baddie and then switch it off again or use it to get the hang of a difficult level, then turn it off and play that stage again without cheating. Some codez let ya slow the action by pressin' that III button on the top of the cart! However you use your Action Replay GBX, you'll find it the most useful tool in the Advance gamers' armoury. It's not just a cheat cart, it's a whole game enhancement system!

**Sakura**

Sakura has five Action Replay GBXs to give away. To stand a chance of winning, answer this simple question:

**Q** Who appears on the box of the Action Replay GBX?

**A** Mario

**B** Sonic

**C** Sakura

When you think you know the answer, ring our Action Replay GBX Competition Hotline on the number given here.

**09064 774484**

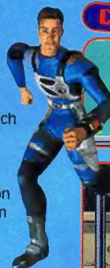
Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th February 2002 and close at midnight on 6th March 2002. The editor's decision is final and no correspondence will be entered into.



## MAX STEEL

Fighting fit on the Game Boy Color...

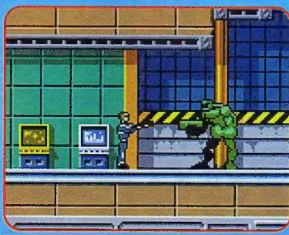
Max Steel, a new superhero for the new Millennium. After an accident, Max is enhanced with nano-tech bionics which gives him superperson powers – and if that sounds like a cross between The Six Million Dollar Man and Captain Scarlet, remember there's nothing new under the sun. The game's plot's nothing new either; it's just an



COLOR PREVIEW



uncomfortable mix of any run-of-the-mill superhero or spy effort. Let's ignore it and get straight to the game itself. There are 11 levels to tackle, and all the fearsome foes from the TV series are there. It offers an interesting mix of genres too, combining blasting levels, underwater exploration and platforming. Whether it's a jack of all trades but a master of none remains to be seen.



## MOTOCROSS MANIACS ADVANCE

Mud-'n'-guts racing on two wheels...

It's pencilled in for an American release, and it's a prime candidate for coming out over here too. *Motocross Maniacs Advance* is the GBA update of Konami's Color *Motocross Maniacs* series, and it's looking really wild.

With explosive weapons and fast arcade racing gameplay, players must take control of one of six riders and wipe out the competition using racing skills and well-placed obstacles. *Motocross Maniacs Advance* supports up to four players simultaneously, so friends can race together to see who becomes the dirt bike champ.



What's more, players can pick up more than ten different power-ups during the race, helping them to nitro boost ahead or blow up competition with land mines or missiles. Not exactly a traditional interpretation of the sport, then. Judging by the screenshots, it could play more like a platformer than a traditional racer. We'll find out for sure when we see it in action.



## REMOTE POSSIBILITIES

Nintendo intend to use the GBA as (and we quote) 'a digital broadcasting remote control'. What this means in plain English is by using a special cart, players can take part in interactive TV quiz programmes and answer questions from home. Recorded data is stored on the cart, and can then be transmitted over the Internet for scoring purposes. As usual, possible links with the GameCUBE are unconfirmed. An exciting innovation? We think not. There seems little you can do with your GBA in this respect that you couldn't do with a touch-tone telephone, but maybe they'll prove us wrong...



## LORD OF THE RINGS

Tolkien's epic tale heads for the handheld...



Electronic Arts has signed an exclusive deal with New Line Cinema to create games based on the upcoming *The Lord of the Rings* movies. New Line Cinema will release three movies based on JRR Tolkien's classic literary works, with *The Fellowship of the Ring* to be followed by *The Two Towers* (Christmas 2002) and *The Return of*

the King (Christmas 2003). The licence grants EA the exclusive rights to develop and publish videogames based on the movies for next-generation consoles and handheld platforms. A GBA version is a dead cert (it arrives late this year), but hopefully they'll do a Color game too. They did with *Harry Potter*, and

both versions were fantastic. EA will launch the first of its games in Autumn 2002, in conjunction with the second motion picture, *The Two Towers*. Information on the subsequent games will be announced at a later date.



## BLACK GBA FOR JAPAN

Japan is awash with new Advance colours and they're starting to make an appearance in America too, but for the UK, there's still only the four launch designs. The latest release in Japan is this black GBA, which frankly looks more yukky brown to us. Oh well. You can probably get Japan-only colours in your local import shop or over the Internet, but don't hold your breath waiting for them to be released over here.





# FIVE COPIES OF MUST BE WON! BREATH OF FIRE



One of the most popular RPGs on the SNES is now out on the GBA. *Breath of Fire* chronicles the adventures of the young Ryu, last surviving member of his warrior clan. He's sworn vengeance on those who destroyed his tribe, and with your help he might just succeed!

We've teamed up with Ubi Soft to bring you a great *Breath of Fire* competition. Five lucky winners will bag a copy of the game. All you have to do to enter is answer this simple question:

**Q: What sort of game is *Breath of Fire*?**

**A: A Tiddlywinks Sim**

**B: Hide and Seek**

**C: An RPG**



When you think you know the answer, ring our *Breath of Fire* Competition Hotline on the number given here.

# 09064 774484

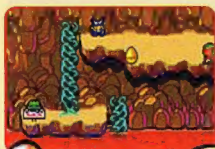
## TOMATO ADVENTURE

Fruit and vegetable action? Surely not?

ADVANCE PREVIEW

No, this isn't an early April Fool's joke. Honest! There really is a game called *Tomato Adventure*, and it's already out in Japan.

You play Demiru, an eight-year-old boy from a village in the Ketchup Kingdom (!). Everyone in the Ketchup Kingdom is a child, including Demiru's close companion, the lovely Pasaran. She's been kidnapped by the evil Abira – you must journey to his castle to find her. Your journey takes you through six locations, including Forest and



Mountain worlds as well as an island where the locals live for rock-'n-roll.

The combat system is pretty freaky too. Instead of weapons you have gimmicks, like large yo-yos or powerful



magnets. Shades of Looney Tunes, perhaps? The link mode is supported via a card game which resembles the old scissors, stone and paper game.

Frankly, we've no idea whether this will ever get a UK release, but more and more Japanese RPGs are being translated. Let's keep our fingers crossed – it sounds good in a freaky kind of way.



## DOWNFORCE

Could it be the fastest driver yet?

ADVANCE PREVIEW

A group of drivers and teams have split from the Formula 1 championship, after being held back by rules and regulations for too long. Races have become boring, with excitement, overtaking and pure racing at an all-time low. The new racing league has been condemned by the FIA as too dangerous, and banned from using circuits around the world. The races take place in and around major cities. The cars use all the technology available today, to increase speed and downforce. With less stringent rules, teams have worked in different directions, creating a wide variety of enhanced supercars. This is the world of



Downforce...

Sounds like a great premise for the game – especially for its publisher, who can make what's effectively a Formula 1 game without having to pay for the licence. But what does it offer the Advance gamer? Well, there's four modes (Arcade Trophy, Free Race, Time Attack and Championship), six main playable cars and drivers with four more hidden, ten racers on the track at any one time and three difficulty levels. There are six tracks, with two routes per track, and two hidden courses. The GBA has yet to fulfil its potential in the serious racer genre. Maybe *Downforce* will break the mould.





# OVERSEAS NEWS

Sakura's back with more happening carts from around the world...

Hey readers! I just gotta tell you about **Nancy Drew**

**Drew: Message in a Haunted Mansion** on the Advance! You play Nancy Drew, and you're out to help a friend move into an old Victorian mansion – and there's something fishy going on. The game's a classic point-and-click adventure. Drag your pointer over the screen, and if you find something interesting, it turns into a magnifying glass – zoom in and investigate. It's not perfect. It lacks a strong opening and there are too many locations that only exist to make the map bigger, but overall, it's worth a play. It's out in America too, so there are no language problems. Over on the Color, there's **Diva Starz Mail Mania**. For those who don't know, the Diva Starz are toy dolls with attitude – they're real kewl chicks. Playing each of the four girls, Alexa, Nikki, Tia, and Summer, you must get them ready for a fashion show.



show. To do this you must tackle a series of sub-games. The dance level where you reproduce button sequences *Parappa the Rappa* style is the best. Complete the game with one character and you can tackle it again with the next, until all four divas make it to the fashion show. It gets

harder as you progress, but in truth, it's too easy from start to finish. For die-hard Diva Starz fans only.

## Monster Mash

Fans of the *Monster Rancher* series on the big consoles will feel right at home with **Monster Rancher Advance**, though this isn't altogether a good thing. The series hasn't

really progressed any as it moves to the handheld, but hey, that won't worry those who've never played a *Monster Rancher* game before. You play a monster trainer who must create and train a creature and enter it in gladiator fights. Monsters are randomly generated by entering a four-letter word (the big console versions used audio CDs), and up to four players can link up for individual and tag battles. There are over 400 monsters in the game, some of which can only be found by combining existing creatures.

When your monster gets old, it tires easily and gains less from your efforts to train it. It's time to retire the old champion and start a new one from scratch.

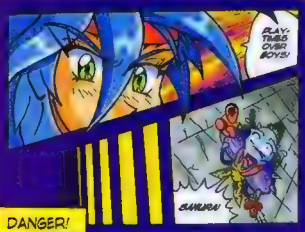
A bit more plot wouldn't go amiss here. The big console versions had missions you could undertake as well as gladiator fights. Even so, this will appeal to *Monster Rancher* fanatics who want a handheld version and also Pokémon fans looking for something a little different.

**Sakura**

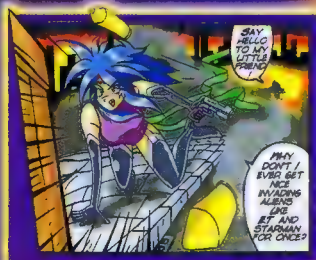




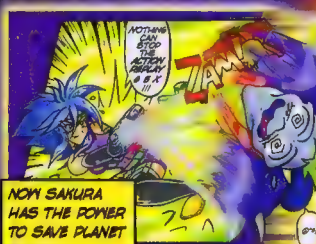
DATECTA CITY IS UNDER ATTACK... WHO CAN SAVE PLANET EARTH NOW?



!DANGER!



WHAT NOW?



NOW SAKURA HAS THE POWER TO SAVE PLANET EARTH...

# ACTION REPLAY GBX

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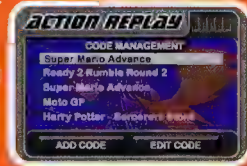
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BOY ADVANCE GAMES, THEN YOU NEED ACTION  
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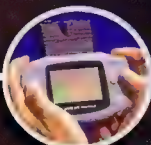
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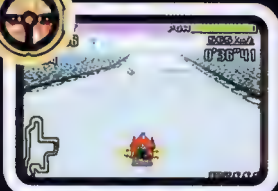
ALL WEAPONS



INFINITE HEALTH



INFINITE AMMO



ALL VEHICLES



INFINITE LIVES



EXTRA CHARACTERS

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www.codejunkies.com



GAME BOY  
PocketPrinter

# GAME OVER!

**The Game Boy's just for games, right? Wrong! You'd be amazed what a Boy can do...**

**I**t's a versatile piece of equipment, the Nintendo Game Boy. For whilst it may play top games 'til its heart's content, it's also got some other tricks up its sleeve. You can take pictures, plan your weekend, send e-mails – in fact, you can do much more with your Game Boy than just play games. Let's investigate...

## Say Cheese

One of the increasingly popular talents of the older Game Boy was the fact you could plug in a specially-made camera and take digital pictures of yourselves.

The camera is a nifty little device that slots into the cart slot on your console, and then it's a case of taking your snaps and watching them appear on the screen. Sadly, and despite the very best intentions of the folks at Nintendo, there was one fundamental flaw with this. The pictures the camera took were decidedly lacking in quality (and that's being kind), and whilst they were certainly recognisable, they were too grainy to be of much use beyond sheer novelty value. However, for those who persevered and shelled

out for the unit, Nintendo also sold a printer to go with it. Unfortunately, despite the reasonable quality of the unit itself,

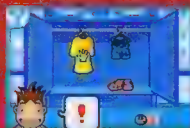
it could only work with the tools it had. Printing out images taken by the aforementioned camera is hardly enough to affect the Kodak share price. It worked well for the younger audience, who hadn't fiddled around with such gadgetry before, but even they would be seeking

something with a bit more power in a pretty short space of time. Kids are getting fickle like that. Y'know. A quick word for those curious enough to want either the camera or the printer – they're notoriously tricky to track down these days, and you may have to do some hunting on the internet or searching round the second hand and bargain shops to be able to get them.



## Meanwhile in Japan...

We're not going to get this over here, but here's a nifty use for the Game Boy Advance over in Japan. Taking advantage of the substantially-enhanced audio capabilities of the Advance, EZ Talk is a device that aims to teach English to Japanese students. From the developers also responsible for F-Zero: Maximum Velocity, it works by putting the user in the shoes of a schoolboy who must carry out everyday tasks such as putting his clothes on and making sure the dog is suitably nourished. All the while you must listen closely to the instructions you're given. A nifty idea, although fact it spans six carts and retails



for the equivalent of two hundred notes means it's not something you're likely to trouble your import shop for.

Also from Japan, and likely to stay there, is Star Communicators. This one's from Konami, and is effectively a GBA-based virtual pet program, albeit quite a sophisticated one. You communicate with your creature through, er, telepathy, teaching them the ways of life and watching their emotions



develop. Crikey. Any parents out there will happily confirm this is not their idea of a fun game. The extra twist is added by the use of the link cable, which allows communication between creatures on other GBAs, who may even go on to develop a relationship. Even if that relationship is based on pure hatred. Again, you need to import it if you want it, for the chances of getting it over here are roughly equitable to zero.



## Get Yourself Mailing

Time was that to access the Internet you needed a PC that didn't leave much change from a grand, and a jar of cash too to pay for the phone calls you need to actually get online. When Sega launched their Dreamcast console over here back in 1999, much was made of the fact it could go online, and even now, there

are squabbles between Sony and Microsoft over the online capabilities of their respective machines. But what if we were to tell you that you could send and receive e-mails without the need for all of that? And what if we told you that you only needed a Game Boy, a phone line and a handy

utility from Datel to do it? Well, we can assure you, it's entirely true.

The gadget in question is the *World Port GBX*. To get it working, you need to slot it where you'd insert your game card, and then clip in the enclosed phone lead. The other end of the lead then goes into the phone socket. Following a quick call to the Customer Helpline to set up your account, you have your own e-mail address. You can then enter your mails using an on-screen keyboard, manage your top-up cards (you get a £5 card in the box) and keep your own contacts book too. It's all topped off with a built in calculator. Er, were we guessing that's more to help you with your sums as opposed to anything to do with the e-mailing, though.





## mary-kate and ashley Pocket Planner



## Girls Only

Time for a quick break, fellas, as this one's for the laydees.

Mary-Kate and Ashley Pocket Planner is the cart in question here.

And there's little chance you'll mistake this for a game. Personally, I've no idea who Mary-Kate and Ashley are, but they do seem rather keen to keep people organised with their handy mobile organiser cart.

It encompasses such vital facets as a Crush-O-Meter, where you point the device at someone and it tells you whether you should have the hots for them. The boss keeps

trying this feature on himself, yknow. You can work out how compatible you are with your mates (in a strictly friends-only kind of way), there's the infrared feature for sending secret messages, and it's got quite good pocket organiser features, allowing you to store important dates and phone numbers. It throws in some reasonably diverting games as well. Sadly, this only works when the Game Boy is switched on, and lacks the alarm feature of the SmartCom. Nonetheless, we suspect its target audience will quite enjoy it. It's okay chaps. You can come back now. We've finished this bit.

It's Life  
in the Palm  
of Your Hand™

Keep your busy life **UNDER CONTROL**  
in the **COOLEST** way possible.  
**ORGANIZE** while having **FUN**.



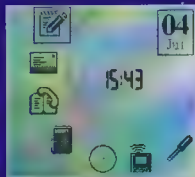
## Personal Assistance

This one's so simple, we're surprised more people haven't thought of it. Given the compact nature of the Game Boy, wouldn't it be cool if it could act as a mini personal organiser, able to store important dates and phone numbers? Again, it's perfectly

possible, although the SmartCom can do even more than just that. It's billed as a 'Personal Communicator and Digital Assistant', and again, it's a bit of a multi-talented beast. Living in the cartridge slot on your Game Boy, it first of all acts as a calendar/diary, with an on-screen keypad letting you store in appointments and birthdays, that sort of thing. Furthermore, there's also a notepad

included, as well as a phone directory. But that's not all. You can use your Game Boy as an alarm clock too, whether it's switched on or not. The battery back-up system in the machine stores the current time, and the time you want the alarm to go off. It makes plenty of noise to make sure you get out of your pit/bed/squat on time. And just to show off, the SmartCom also utilises the infrared port on your Game Boy, either to transfer messages or to control your TV and video (we kid you not). That's enough to drive your parents/spouse/partner-in-

crime mad, we reckon. The icing on the cake is the fact that this works with all Game Boys, whether they be the old style, Pocket, Color or Advance. And whilst only those with a Color or Pocket can take advantage of the remote control and message-exchanging service, there's still plenty packed in for your money.





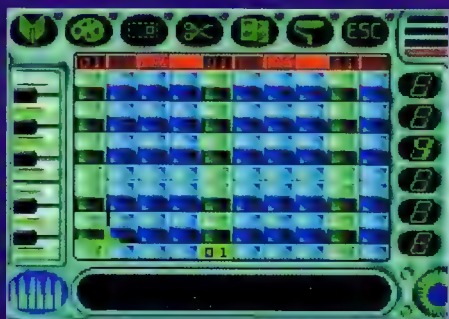
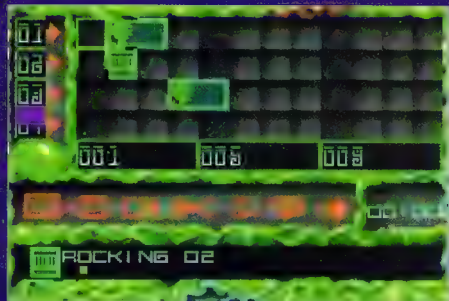
# Lost in Music

If you've got rhythm in your bones and want to get melodic with your handheld, Jester Interactive, through Rage, will shortly release the latest in their music creation franchise, *Pocket Music*. Jester's curriculum vitae includes the likes of MTV *Music Generator* on PS2 and the *Music* series on PSone. For the GBA outing, you can create your own tunes utilising the various in-built samples, drumbeats, basslines, melodies and other musical instruments. Once completed, you can then easily save them to your cart. Clearly we're not going to get the sophistication of Jester's PS2 title here, but it

could be diverting enough to warrant some interest. Certainly at this early stage they don't seem to be skimping on the features, and whilst clearly it's going to rise and fall on the quality of the audio it pushes the hardware to produce, by early next year we could all be sitting at the top of the charts. They're building in a copy of Eminem's 'My Name Is' too, if you're interested. Also on the musical side is a little something from

Nintendo themselves, which isn't confirmed for UK release, but that could change in the near future. It's called *Game Boy Music*, and will come bundled with pocket speakers too, as well as building in around 50 sampled musical instruments. Again, you'll be able to save your work to your cart. So not only can your Game Boy play a mean game of Mario, it can also make you a star!

**Simon Brew**



# CHET MUSIC

## Who Does What

**EZ Talk**

**Game Boy Camera**

**Game Boy Music**

**Game Boy Printer**

**Mary-Kate and Ashley Pocket Planner**

**Pocket Music**

**Smart Com**

**Star Communicator**

**World Port**

**Nintendo**

**Nintendo**

**Nintendo**

**Nintendo**

**Acclaim**

**Rage/Jester Interactive**

**Datel**

**Konami**

**Datel**







DAMAGE: ..... £34.99  
ON SALE: ..... 15TH FEBRUARY 2002  
WHO: ..... NINTENDO  
TYPE: ..... PLATFORM GAME  
NO OF PLAYERS: ..... 1-4  
SAVE SYSTEM: ..... BATTERY BACK-UP

# SUPER MARIO ADVANCE Super Mario

He's back, and if you've got any sense, you'll be robbing your piggy bank very shortly. Simon explains why the return of Mario is a must for your Advance...

**A**nd just how eagerly have we been awaiting this one? Thus far on the Game Boy Advance, we've been treated to two Mario outings, with *Super Mario Advance* and *Mario Kart Super Circuit* both winning many plaudits and easing themselves onto the must-buy list for GBA owners. However, they're going to have to make some room on the podium now, as *Super Mario Advance 2* is, quite frankly, absolutely superb. Read on, and we'll tell you why. We're nice like that.

The game is, as most of you

already know, a port of the Super Nintendo classic *Super Mario World*. This was the game that launched the SNES, and rightly won sky-high review scores when it first appeared. Yet instantly this raises worries – are we just getting another port of an old game rather than some new, groundbreaking software? The answer? Of course we are, but this game was, and still is, something very special indeed.

## Into the Game

It kicks off with an overhead map screen from which two levels are initially available. As you complete levels,



Yoshi berling out his lunch. What a delightful chew.

further avenues on the map open up, which leaves you more than one way of getting to the end of the game. Suffice to say, when you do finish it, you'll more than likely find yourself going back and trying it a different way. For now, you just pick your level and jump into the action.

The main game is familiar to anyone who's ever played a Mario game at some time in their life (er, assuming that game wasn't *Mario Golf* or

something like that). You start as a small plumber, with platforms to negotiate, baddies to beat, power-ups to find and secrets to discover. As you bumble along, you notice some blocks have question marks on them. A swift head-butt later and you collect some coins or unlock

a goodie. The old favourite of the mushrooms is still there, and when you

## Coin Collection

Come on, you know the score. Those coins that litter Mario's world are there for a reason. Collect 100 of them, and you're rewarded with an extra life. You know it makes sense.







Remember that one of the buttons on your controller allows Mario to speed up. But whilst it's tempting to zip through as fast as you can, remember that danger lurks around most corners...

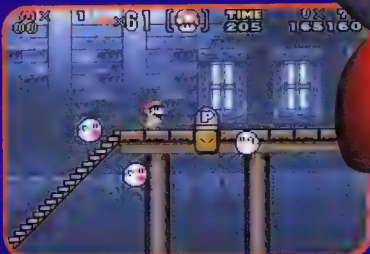
NEWS

# MARIO 2: Mario World



## Push that Button!

Occasionally you find a great big button. Our simple advice? Press it! For instance, at the start of the game, if you choose to battle through the level on the left of the map, you open up an area with a great big button to press. Do it, and all the dotted line boxes throughout the game become solid platforms that Mario can jump on. Trust us on this - you'll be grateful you did.



pick one of these up your Mario doubles in size. Suffice to say, contact with a baddie shrinks him back to

normal, and further contact sees you scuttling to the Yellow Pages in the sky. *Super Mario World*, however, was the game that first brought us Mario's companion, Yoshi, and he's

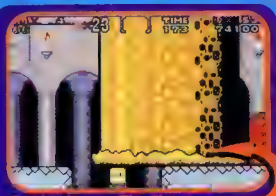
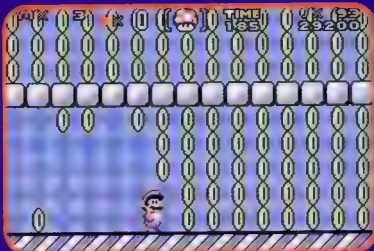
here in all his green-ness. Yoshi's tongue is capable of making mincemeat of many baddies, and you also discover snacks along the way that only he can eat. If he eats enough of them, he

unveils more goodies for your attention. That's not the only first, though, as this is also the game that first introduced the flying Mario! First he needs to find his cape, natch, so look out for the feathers that occasionally pop up, as you need to perfect your aviation skills if you want to get out of some of the tight corners that game tends to put you in. The levels are

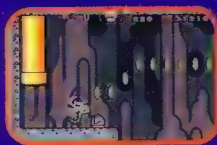
extremely varied, from the happy daytime platform-based levels to climbing your way through a dimly lit cavern. There are end-of-level baddies hidden in some

## Surprise, Surprise

You can't accuse the Mario creators of skipping on the surprises this time around. Always pay attention to what's happening on screen - look for secret tunnels and trying going up and down pipes. There are plenty of hidden extras throughout the game, and whilst it's quite possible to get to the end without finding one of them, you really would be missing out on some of the fun!



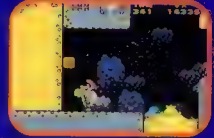
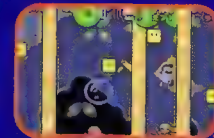
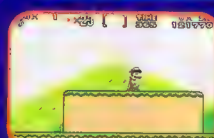
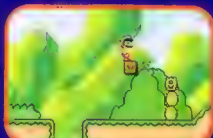
ie, that's me. The first one underneath the big crusher.





## Make Your Choice!

Here's something a little different for the GBA version – you can go through the game as either Mario or Luigi. There are slight differences in how each character plays, and no doubt more hidden secrets to unlock with each character too! Also, the end sequence is slightly different on the Advance – but we won't spoil the surprise and say how.



areas too, and levels where the plumber can go for a bit of a swim. And then there's one of our favourites, the haunted house, which shows a level of thought and design that you simply don't get in many titles in the genre. Indeed, considering the basis of *Mario Advance 2*, it's hard to know whether to be delighted at the sheer quality of what's packed onto the one cart, or frustrated that a decade since the game first appeared, there's still very little to top it.

If you haven't guessed by now, we're of the opinion that *Mario Advance 2* is a top quality platforming game. It's very easy to get into. The controls take little adjusting too, and whilst the graphics may make this look all bouncy and cute, there's a jam-packed game underneath it all. Indeed, it's fun just to explore, as the creators have injected so many little extras in the game you're encouraged to just potter around and see what you can find.

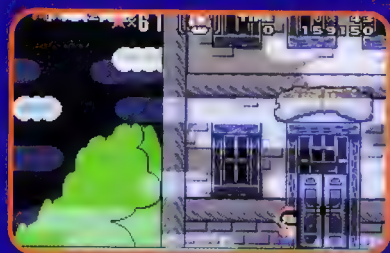
As for the downside, it's genuinely hard to find fault with anything, except it's another SNES port. Genuinely, we've only begun to scratch the surface with this review, and so whilst we can definitely say that there isn't much new to see, it's pretty-much a moot point in this case. If you were a bit tight, you could argue that the game's tendency to throw extra lives at you is a little over-generous, and it won't take you forever to get to the end of the game. But again, we can genuinely see ourselves coming back to this for the next few months.

For what ultimately sets *Super Mario Advance 2* apart from all the competition on the GBA, with no exceptions, is its superior gameplay. Rarely have we had the pleasure of sitting through such a challenging, enjoyable and addictive game as this. Virtually everything is spot-on. The learning curve is pitched perfectly, allowing advanced players to zip

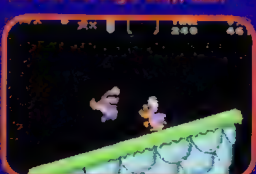
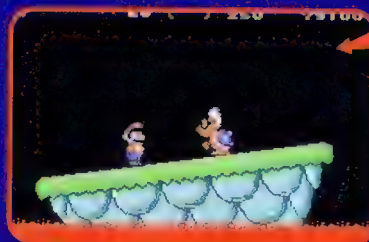
through the early part with ease, whilst pop-up text boxes teach beginners the ropes. Then there's the factor we've always admired in Mario games – they're incredibly fair. Only this issue we were met by the ruthlessness of *Big Trouble in Little Bedrock*, itself a promising platform game let down by deaths that you can't avoid. There's none of that here. Every time you die in Mario – and you do it a lot – it's entirely your fault, no questions asked. Sure, you'll shout and scream with frustration from time to time, but on each occasion, the blame lies no further than your fingers. *Super Mario Advance 2* is an absolute stonker. Unless you

played it to death on the SNES and don't want it on a handheld, you must – repeat, must – get hold of this. Never mind the fact that it's a SNES port, it's simply one of the finest adventures Mario has ever embarked on. And you'd be a fool not to join in. Not one of us in the office thinks otherwise.

The start of the haunted house level, guaranteed to keep you on your toes.



An end-of-level bossie. You beat him by simply pushing him off the edge. Easy, huh?



**XTREME RATING**

### Uppers

- + Fantastic secret rooms
- + Loads to explore
- + Hilariously addictive

### Downers

- A SNES port

### Summary

We can't make it happen, but if you're a fan of *Mario Advance 2* is brilliant. We've got our own



**95%**



GAME BOY ADVANCE	GAME BOY COLOUR	GAME BOY
✓	✗	✗



This is one of those games where you don't have to kill every foe to get to complete a level. So if you see a big group of enemy soldiers waiting for you, why not call up the map screen and see if there's another way around?

REVIEWS



DAMAGE: £34.99  
ON SALE: 22ND FEBRUARY 2002  
WHO: 3DO  
TYPE: SHOOT-EM-UP  
NO OF PLAYERS: 1  
SAVE SYSTEM: PASSWORD

# ARMY MEN: OPERATION GREEN

Green, always and everywhere, the Army Men have found their colour. And in Operation Green, it's one of the most vibrant.

Even the biggest fans of the series would admit Army Men games tend to be very hit or miss affairs. Fortunately, whilst it shoulders its fair share of flaws, the latest outing for the little green soldiers is one of their better days at the office. The basics are pretty much the same though. The Green Army – that's you – are good, whilst the computer-

controlled Tan Army are bad. This latest chapter of their ongoing conflict takes place across 17 levels, in locations as diverse as the jungle, indoors and the city, which all show off the graphical capabilities of the format with some skill. Furthermore, they also prove a varied backdrop for the main action without ever actually getting in the way.

Each mission kicks off with a set of objectives which need to be completed before you can progress, and you can call up a map or a refresher at any time. Even several games down the line, the control system takes some getting used to, and isn't conducive to those moments where you need quick reactions to get out of a tight spot. Nonetheless, the game is still quite good fun

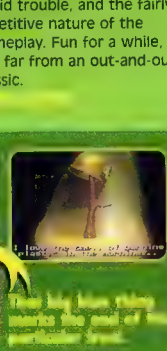
to play. It's more about running and shooting than anything else, although thanks to the brand-new Stealth Mode and the lack of precision controls, it's easier to take the

enemy out with a knife rather than aim a few shots in their direction. Still, there are lots of nice touches to the game. The multimedia side has clearly been lavished with attention, and despite the small in-game graphics, the level of detail is admirable. Furthermore, the variety of weapons and vehicles adds a little more spice to the

proceedings, and the high concept of toy soldiers fighting real wars is still sufficiently intriguing at first. Sadly, the game tires through the frustration at being killed despite trying to avoid trouble, and the fairly repetitive nature of the gameplay. Fun for a while, but far from an out-and-out classic.

## What's in the Crate?

As you make your way through a level, every now and then you see a crate on the floor or parachuting down from the sky. These are well worth looking out for, as they contain weaponry, extra health and such like. They could make the difference between success and failure.



**XTREME RATING**

### Uppers

- + Bright graphics.
- + Frenetic action.
- + Decent sense of humour.

### Downers

- Flawed control system.
- A bit frustrating.

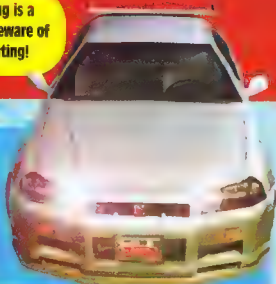
### Summary

Not bad, but the tight precision controls are a bit frustrating. The game is a bit of a let-down, but it's not a bad one.



**68%**





# CRUIS'N VELOCITY

Get your seatbelts on and prepare for another unspectacular, familiar journey through racing game land. Your tour guide? Simon Brew...

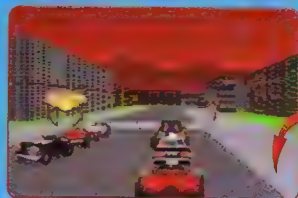
**A**h, the latest in the Cruis'n franchise, and the first to hit the GBA. Sadly, those looking for a quality racing game are in for a disappointment, as *Cruis'n Velocity* is just another tired, underdeveloped racer coupled with a £35 price

sticker. Ho hum. The format of the game is pretty much business as usual. From the start, you can play either Freestyle Racing (where you pick your track and car and just have a quickie, so to speak), or you enter the Cup Mode. Here, you must take your chosen vehicle through



various races, aiming for victory. Do really well

and you can unlock other cars and such like. Sadly, the long-term challenge of the game is negated by uninteresting course design, slightly unfair handling and the jerky scrolling that manifests itself at key moments when the screen fills up. And this is a shame, for at times, when you temporarily forget such faults, the game is quite good fun to play. It never threatens



This is supposed to be Las Vegas!



Only in seventh place, and about to cause a pile up...



Er, where did we put that map?



## Pick Your Car!

to become a classic, and is leagues away from dislodging the likes of *Mario Kart* as our top racing game, but it did still have its moments.

### Blues Cruise

But then those irritations, and

a general feeling of déjà vu kick in once more, and it's hard to justify forking out so much fun for something you've seen several times before. Sure, the Cup Mode and the link option prolong the longevity of it, but that's countered by the fact that it doesn't take long to get into the swing of things, and that sends the difficulty level hurtling towards the floor. Don't get us wrong here – *Cruis'n Velocity* isn't particularly bad. It's simply not that interesting and certainly nothing worth forking out so much money for. In short, borrow it off a mate if you're curious, but make sure you're rich before you fork out for a copy yourself.

Simon Brew

**XTREME RATING**

### Uppers

- + Reasonable to play.
- + Decent in two-player mode.
- + Fun for a while.

### Downers

- Nothing new.

### Summary

It ain't bad, but there's nothing you haven't seen before. For completists and the rich only.



**57%**



# A GHOST OF CHRISTMAS PRESENT

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## ...ALSO COMING SOON



Adventure



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LIVE PRODUCTIONS

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NAME	STORY	SCORE	TIME
1st. GBL	885000	2:00	3:00
2nd. PANDY	7000	2:00	3:00
3rd. SEQUE	8000	4:00	3:00
4th. BARDN	6000	3:00	3:00
5th. MUMMY	1000	7:00	3:00



# PUYO POP

**It's a puzzle game, it's Japanese and it's absolutely bonkers! Jamie takes a look at Puyo Pop...**

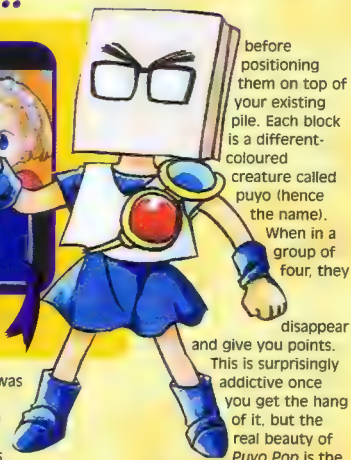


I see your point... Watch out for counterattacks right?

New tricks and tactics are introduced as the game goes on.

Ever since Tetris sneaked its way into the original Game Boy's box, there's been a sub-culture of handheld owners who just can't get enough of blocks-falling-from-the-sky-type puzzle games. I'll come clean here: I'm not part of that sub-culture. Sure, I played

Tetris and it was pretty good, but can Puyo Pop offer much that its predecessors didn't? The basic gameplay in Puyo Pop is pretty familiar. Two-piece blocks fall from the top of the screen and you rotate and manoeuvre them



before positioning them on top of your existing pile. Each block is a different-coloured creature called puyo (hence the name). When in a group of four, they

disappear and give you points.

This is surprisingly addictive once you get the hang of it, but the real beauty of Puyo Pop is the little extras the game adds in as you follow the single-player mode...

A cut scene with cartoon-style graphics introduces you to the world of Puyo Pop,

with plenty of broken English that gives the game that true mad-Jap feel. As far as I can work out, you're a little schoolgirl with a pet creature who stumbles across a magical gateway to the land of Puyo Pop. Here you meet various bizarre characters, with whom you have even more bizarre conversations which ultimately lead to you playing Puyo Pop against them. Did I mention this game's bonkers?

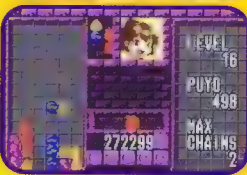
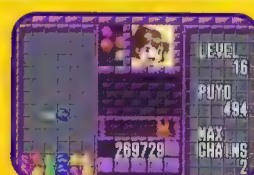
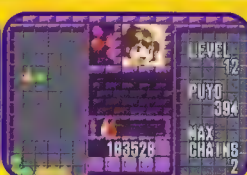
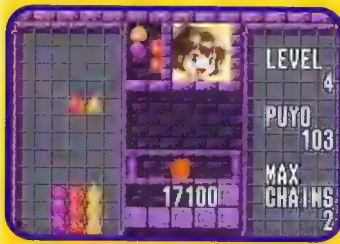
## Rainbow Drops...

You start with three colours of puyo. Each time you make a chain of four puyo, your enemy is plagued by a transparent puyo that can only be destroyed by removing puyo next to them. It's challenging at first, but you soon get the hang of things. However, just as you get to grips with three

different types of puyo, a

fourth is added to the challenge. Your opponents get harder too, and by the time you reach the end of the first world, the game's nicely balanced between being too challenging to really experiment with big chains, and not challenging enough to make it hard to win by sticking to the basics. World Two is an entirely different story. Here you're introduced to the eternally-frustrating point puyo; transparent puyo that don't just disappear when you make a chain near them. Instead they're switched over to your opponent's side! Things start to get really tactical at this point, as creating new transparent puyo can play into your opponent's hands and give him the ammunition he needs to finish you off! It takes quite a while to get the hang of this new system, yet once again as soon as you do, the game throws the next challenge at you!

## Solo Session







To create multiple chains, try placing groups of three matching puyo together. Then it's just a matter of waiting for the right piece to set the chain off.

REVIEWS

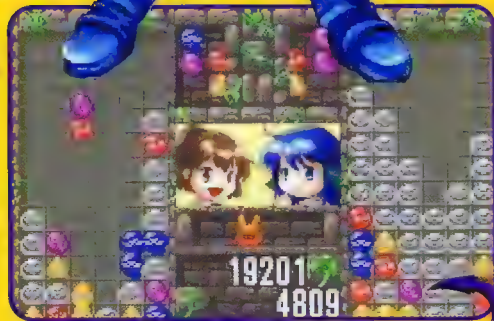
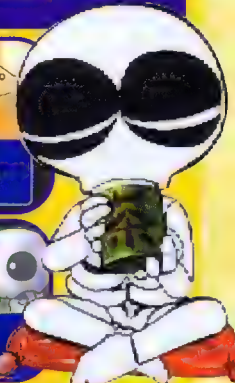
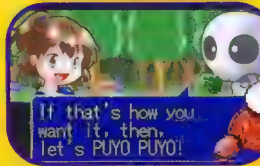
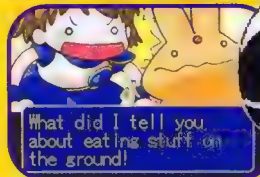


## Speak No Good English!

Arle's character is a bit of a joke, but she's a fun character to play as. She's a bit of a klutz, but she's a fun character to play as.



Arle was playing with Cakkun as usual but...



## Eye Candy

Obliterate your enemy!



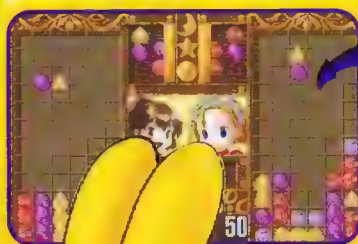
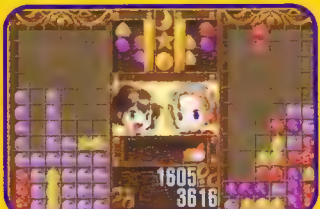
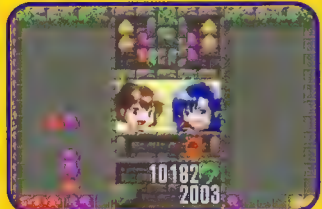
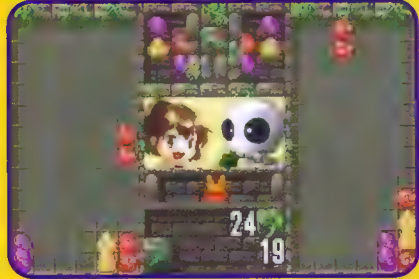
## Four-Player Frolics

The single-player game is great fun and an excellent way to train for the multiplayer game modes. Puyo Pop supports up to four-player link-up which can be done even with a single cartridge, although like other titles, you can't access the full range of stages and options without a cartridge for each player. The Multiplayer Mode is truly hilarious, and

player's stack on your GBA, so you can see exactly which opponent is really in trouble and finish them off with that killer chain you've been building. My tip is to beware of the sneaky player keeping quiet in the corner; you never know where that next barrage of puyo is coming from!

Puyo Pop is puzzle gaming at its best. Sega has a game that's not only a fine example of a well established genre, but also offers new ideas and gameplay modes. Anybody who plays this for a few minutes quickly realises how much fun it is, and if you can convince a few mates to buy it too, there are few titles out there to rival this one in the fun department.

Jamie Wilks



Setting up a nice double chain.



## Uppers

- Several game modes
- Progressive single player mode
- Absolutely brilliant fun to play

## Downers

- Maybe just a 'bit' dumb
- Repetitive gameplay

## Summary

Puzzle gaming at its finest. Great presentation, great game modes, great multiplayer game mode and great fun



92%

REVIEWS

GBX

25

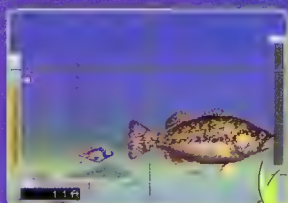


# ESPN GREAT OUTDOOR GAMES BASS 2002

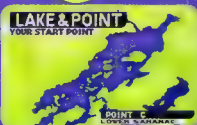
It's fishing. On a handheld. And as Simon finds out, it really isn't worth the effort.



**GAME BOY ADVANCE**  
**ES: M**  
**ON SALE:** TBC  
**WHITE:** KONAMI  
**TYPE:** FISHING GAME  
**NO. OF PLAYERS:** 1-2  
**SAVE SYSTEM:** BATTERY BACK-UP



The big one and the little one had a race...



It's hardly The Blue Planet, is it?



Anyone who's had the pleasure of playing Sega Bass

Fishing on the Dreamcast knows fishing really can work as a good videogame. It's not an easy fact to wrap your head around, but we assure you it's true. However, what made that particular Dreamcast game special was the fact you had a dedicated fishing controller to add to the fun. Now move it all across to the Advance. Small screen, no extra controller, just the thought of virtually

fishing for a couple of hours? Hardly sounds like fun does it? And, frankly, it isn't. Yet it fails not for the want of trying to succeed. Graphically, for instance, the game is very good, from picturesque outdoor views to crisp underwater viewpoints. And there are some neat features too, including a decent link-play mode.

**Gone Fishin'**  
 But it's when you get to the fishing itself that the game falls apart. Once you're at the side of the water, a strength meter determines how far in your line is thrown, and then you switch to the aforementioned underwater view. Here, you simply tap at a button, attempting to get a fish's attention, until eventually you get a bite. And that's pretty much all there is to it. You need different approaches to catch the various fish, but they don't take long to learn, and the game quickly becomes repetitive. Sadly, that's just about your lot for your £35, and it doesn't take long to

arrive at the conclusion that it's simply not worth it. The game never really goes to solve the problem of how to successfully present a fishing game on the Game Boy and

keep people interested, and whilst Bass 2002 is by no means an unprofessional effort, it's simply too uninteresting to warrant too much attention.

*Simon Baker*

You can't knock the graphical detail in scenes like this.



## Tournament Time

If you really want to test your mettle in the fishing stakes, you're going to need to take part in a tournament. The idea here is that

you read a long scrolling list of rules, find out what fish you're targeting and then aim to get the best catches in the time allowed. It's a bit of your old stuff, huh?



**XTREME RATING**

### Uppers

- The Best Fishing Game on the GBA!
- Nice relaxing music.

### Downers

- Repetitive to play.
- Not much fun.
- Vastly overpriced.

### Summary

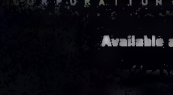
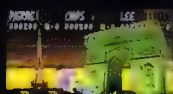
One really disappointing & small scrolling fishy game. Bass 2002 is simply an uninspiring, overpriced and overrated game.



**35%**



# INTERNATIONAL KARATE ADVANCED



LICENSED BY



**GAME BOY ADVANCE**



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**87%**  
GBX

**WARNING**  
HIGHLY COMPETITIVE



THE WORLD'S MOST ADVANCED  
POCKET ENTERTAINMENT SYSTEM!





If there's an item floating in mid air, check its shadow to see if it's at the front of the screen or at the back.



ON SALE: FEBRUARY 2002

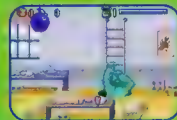
TYPE: ACTION ADVENTURE

NO. OF PLAYERS: 1

SAVE SYSTEM: SAVEDATA

# MONSTERS, INC.

Quick, hide under the bed, the monsters are here. Oli's had a look, and monstrous seems to be the word all right...



## A Classic Tale, No Less

Apparently Boo (a four-year-old kid) has returned to Monstropolis (guess who lives there?)

Like in a classic horror story,

monster called Sulley, you've got to get her back safely.

Unfortunately, her body's been shredded (?) so you've got to get the bits and put it back together.



Pixel Animation Studios has become well known for its excellent, if a little shiny-looking, computer-generated movies such as *Toy Story* and *A Bug's Life*. And now,

assuming it isn't utterly crushed by a certain upstart young wizard, there's a new one to add to the list – *Monsters Inc.* It tells the tale of a world of monsters that are terrified of children, and by most reports it's another high-quality production. Unfortunately, there's nothing high-quality about the game of the film. Practically devoid of new

ideas, this is an action adventure with little action and virtually no feel of adventure. In fact, what you get is more like a platform game except without any platforms – it's that exciting. Each of the levels has you trying to collect a certain number of special items (door pieces) to win, while avoiding the humans and monsters that impede your progress. You can shout at people to scare them for a bit, and occasionally shoot at them, but most of the time is just spent stomping about looking for things to pick up. Perhaps they thought it was appropriate when you're controlling a big hairy monster that the game should plod along, but still – after a few samey levels of this you're fighting sleep rather than anything interesting.

### Monsterzzzz...

You may find in particular that the level design is poor, and that would be because there is no level design. It's a 'feature' that randomly generates levels, and yeah, this means you can play the game again, but then if you make it to the end of the game, I doubt you'll want to. What it ends up giving you is bland, purposeless levels, which unfortunately fit quite well with the rest of the game.

*Monsters Inc.* is another example of a cheap licence action adventure, with minimal ideas and minimal gameplay. At least in a cheap platformer you've got something to do; these side-scrollers are dull with a capital ZZZ... Come on guys, with a decent licence and a great handheld, why not make something of it?

**Oliver Lan**



There's a lot of pushing boxes around in this game. Riveting.



Sulley didn't like having his tail trodden on.

**XTREME RATING**

### Uppers

+ Apparently the film's quite good.

### Downers

- Incredibly formulaic.  
- Highly repetitive.  
- Characterless levels.

### Summary

Monstropolis



**42%**

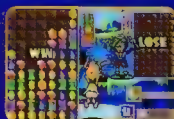




DAMAGE: F32.00  
ON SALE: OUT NOW  
WHO: INFOGAMES  
TYPE: PUZZLE GAME  
NO. OF PLAYERS: 1-2  
SAVE SYSTEM: BATTERY BACK-UP

# COLUMNS CROWN

Sega's columns are back and this time they've got a crown. Jamie finds out what the hell is going on...



**C**olumns on a Nintendo console? It just doesn't seem right. It makes for an interesting showdown with Tetris though... Columns has always been different to Tetris at a basic level by involving matching colours in a uniform shape of three blocks, rather than the different shapes affair. This GBA version has three game modes: the standard survival points-scoring fest, a Vs Mode against computer

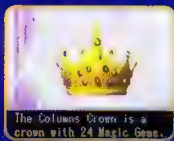
opposition involving natty spells to hamper your enemy, and lastly Flash Columns, where you have to make a chain with strategically-buried flashing blocks. Columns Crown is different to most games in the genre by actually incorporating a plot line. It goes something like this: the royal columns crown is missing most of its gems, so the princess asks to her friends to find them for her. Lazy cow. Up step Jade.



Flash column lined up!

the novice alchemist, and Ruby, the novice sorceress (yay!), to recover the gems before a nasty band of thieves can get their hands on them (boo!).

gain new spells to add to your spell book. These are used in the Vs game mode to pester your opponent. Before each match, you choose five spells in the order you want to use them. During the match a power-up bar on the side of the screen rises as you create more columns. When it gets to the top, your next set of blocks includes a spell block. When you create a column with this block, the spell is activated and cast at your opponent, accompanied by a nice flash of light and a picture of the spell beaming over. Columns Crown is a quality puzzler with three enjoyable

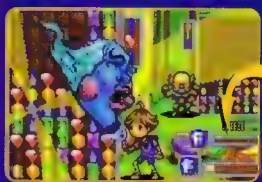


single-player game modes, plus link-up for two players, either with a single cartridge or with two cartridges for all the trimmings. The Vs game mode is the real story mode, offering the biggest challenge, but the other game modes add to a well presented title with nice graphics and sound that is good fun to play.

Jamie Wilks

## Abracadabra!

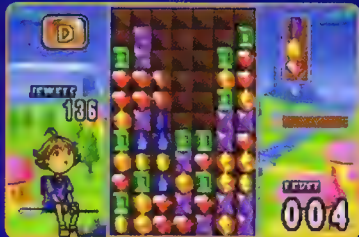
The spell list for the Vs game mode is hooj! You start off with the simple spells like freezing the order of you opponent's columns, but after a while you get really powerful spells like earthquakes and laser beams! My all-powerful magic will blast you all! Wuhahaha!



Eat freeze, spell-thieving meanie!



**Row by Row**  
By making progress in the Flash and Vs game modes, you recover gems that get added to the crown. You also



**XTREME RATING**

### Uppers

- Three single-player modes.
- Link-up game.
- Nicely presented.

### Downers

- Steep learning curve.
- Flash and Survival Modes a bit dull.
- Gets repetitive.

### Summary

A nice little game with a lot to offer. Puyo Pop is better, but you won't be disappointed with this one either.

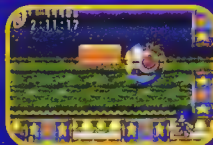


86%





DAMAGE: ..... £34.99  
ON SALE: 15TH MARCH 2002  
WHO: INFOGRAMES  
TYPE: PLATFORM GAME  
NO OF PLAYERS: 1-4  
SAVE SYSTEM: BATTERY BACK-UP



# SONIC ADVANCE



Always it - did you ever think you'd see this hedgehog on a Nintendo? (I mean, didn't I just tell you Sonic was the big...

With their respective SNES and Mega Drive consoles, both relied heavily on their exclusive individual mascots to push console sales. The thought of Mario on a Mega Drive or Sonic on a SNES? Utterly unthinkable. Yet,

whilst this is the third handheld console Sonic has appeared on (the Neo Geo Pocket and Sega Game Gear provided his previous portable platforms), he's never fared better on the smaller screen.

Sonic Advance goes back to the 2D roots of the original game. You to choose from four characters, each with subtle, different gameplay traits, as you undergo your latest attempt to save the world. You do this by running, jumping, sliding (which is really cool), diving and generally zooming through levels. As with previous Sonic adventures, the early emphasis is very

**Y**ou might not know it, but with Sonic GBA, a piece of gaming history is being written. Barely ten years ago, when Nintendo and Sega were slugging it out



much on speed, and lots of it. Yet it was always a bit of a myth to say that's what

totally differentiated the game from Mario, because Sonic games were just as capable of slowing down and emphasising skilful precision as the plummer's offerings. However, let's be frank about this; speed is still a key weapon in the Sonic armoury. Speed your way through a level and you miss out on lots of secrets and extras, but it's great fun to see the game moving so fast.

## Restart Points



Keep your eye out for these, which are dotted around each level. Due to the number of routes you can take through a level, it's very easy to miss or jump over them.

Make sure you touch them, or when you die you're sent back a very long way.



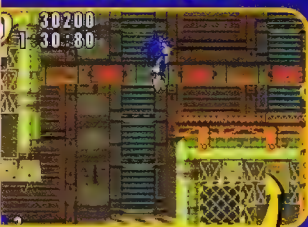
There's a good deal of variety in the levels, too. Anyone who played Sonic



# DANCE



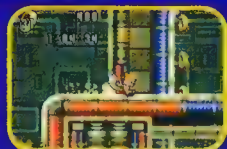
Looping the loop - one of the staple diets of a Sonic game.



It's Super Sonic (geddit?).

Spinball on Mega Drive, for instance, will be instantly familiar with the Casino level, and as with Mario

Not the hedgehog's finest hour.



ways, choosing either to play it as a straight platform game or selecting to bomb your way through it. Either way, the brakes are applied when you get to the boss characters, which are slightly frustrating as they do significantly reduce the tempo when you get to one that's hard to beat. However, without their presence, we suspect that the game would be too easy to complete. Even as it is you're likely to make fairly swift progress through it.

We're guessing the real decision for you is whether to go for Mario or Sonic. It's really a no-lose decision, although we're just giving Mario the edge. Every now and then the sheer speed of the Sonic game runs you into something that's very hard to avoid, and you can't imagine Mario creeping unfairness like that into things. Furthermore, we suspect that the Italian plumber offers the greater long-term challenge. And yet we can't help loving Sonic too. This is a fast, zippy platform game which hopefully marks the beginning of a very happy marriage between Sonic and Nintendo (and with Sonic Adventure 2 slated to appear on GameCube, the next fruits of the deal are already in sight). It's genuinely terrific fun to play, and confirms the belief that

## Rings and Goodies

Throughout each level, Sonic can pick up rings. Collect 100 and you're rewarded with an extra life, although it's possible to lose all your rings thanks to an unfortunate encounter with a baddie. You also find mystery pick-ups, indicated by a question mark, which you can choose whether to pick up or not. These can either have a good or bad effect, so it's entirely at your risk!



It's the new Milk Tray commercial. Honest.



when it comes to making quality, easy-to-pick-up-and-play games, Sega really is the name to watch.

## Beat the Boss

As with most Sonic games, you have to beat a series of end-of-level characters on your way to the end. The evil Dr Robotnik is behind them all, as he continues his ongoing quest to wipe you off the face of the planet. The bosses are incredibly varied, and take different skills and approaches to try and beat.

Just take a look at the screenshots and see what you're up against!



XTREME  
RATING

### Uppers

+ Fast, furious fun.  
+ Pervisibly addictive.  
+ Fantastic multiplayer mode.

### Downers

A little too easy?

### Summary

A superb game that's well worth the cash. Whether you choose this or Sonic Adventure 2, you can't really go wrong.



93%





RANGE: £34.99  
ON SALE: OUT NOW  
WHO: SCI  
TYPE: ACTION GAME  
NO OF PLAYERS: 1  
SAVE SYSTEM: PASSWORD

# THUNDERBIRDS INTERNATIONAL RESCUE



5... 4... 3... bah, forget it. Jamie finds out if *Thunderbirds International Rescue* is just another poor TV cross-over...

I've never really understood the fascination with *Thunderbirds*. What's so great about wooden puppets and even more wooden plot lines? No matter what I think, though, *Thunderbirds* is still as popular today as it was when it first hit our screens, but can the series spawn a videogame that is F-A-B?

*Thunderbirds International Rescue* is made up of a whopping eight different game modes, one for each Thunderbirds vehicle and one platform mode. Each game is pretty basic, so it's the sum of

the different games that make up the title.

## F-A-B...

The game for TB1 is a side scrolling shoot-'em-up where

more tactical and feels a bit like *Desert Strike*.

TB3 is involved in a space shooter, viewed

from the back that takes some getting used to as it can be tough to judge where objects are as they come

toward you. TB4 is the sub, and has a game mode similar to TB1, but with more

freedom of movement. Then it's onto FAB1 and FAB2: Lady Penelope's car and boat. These are really the same game mode with different graphics, being vertical-scrolling shooters that play a lot like the classic *Spy Hunter*.

you have two weapons, a forward-firing gun for air enemies and an infinite payload of bombs for destroying ground targets. This is a good start and is classic shoot-'em-up fun in the Scramble mould. Onto TB2 and it's a top-down shoot-'em-up with a big emphasis on rescuing people on the ground. This game is much

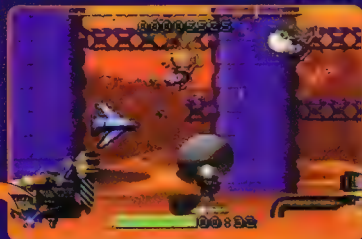
The mole is the last vehicle game mode, giving you full 360-degree movement and a natty infra-red device for seeing through rock. Lastly, there's the on-foot platform game mode which, once again, is a pretty basic shoot-'em-up. Older gamers will immediately recognise many of the game modes as clones of popular early arcade titles. With average graphics and sound, *Thunderbirds International Rescue* is a reasonable game that manages to keep you playing by switching the game modes often. If you're a fan of *Thunderbirds* you'll love it and there is enough diversity here to interest other gamers too. Especially worth a look if you like shoot-'em-ups.

Jamie Wilks

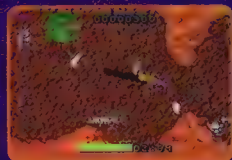
## Fan-tastic!



This is a game squarely aimed at *Thunderbirds* fans, with a natty facts database accessible from the main menu. Here you can check out details on all the vehicles and characters from the series, and also some background on each of the levels in the game.



Solid shoot-'em-up fun.



Damn, contact lenses...

### Uppers

- + Eight different game modes
- + Classic arcade action.
- + Good longevity.

### Downers

- Basic gameplay.
- Annoying music.
- Utterly unoriginal.

### Summary

A reasonable game that cobbles together several classic arcade games and wraps them in a dodgy plot. Unoriginal but fun.



73%



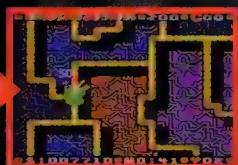
# PAINTER

MEGA VALUE TITLE FOR GAME BOY® COLOR  
& GAME BOY® ADVANCE



88%  
**GBX**  
Magazine

r.r.p.  
**£14.99**



## ARE YOU FAST ENOUGH?

Painter is a speeding, arcade-style puzzle with colourful graphics and 20 massive side-scrolling levels.

The underground water pipes of "Drip City" are in urgent need of a fresh coat of paint. Several vile nasty creatures hell bent on destruction and wreaking havoc in the cities.

It is imperative that you work quickly and efficiently to ensure the city's safe. God speed, young painter!

  
**Rocket Games**



MEGA VALUE DOUBLE PACK



MEGA VALUE DOUBLE PACK

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WIRELESS PLAY	GAME BOY COLOR	GAME BOY
✓	✗	✗



Be careful that you don't create too many big eggs at once as they quickly fill your screen.



ON SALE: 22ND FEBRUARY 2002  
WHO: SWIRL! ENTERTAINMENT  
TYPE: PUZZLE GAME  
NO. OF PLAYERS: 1-4  
SAVE SYSTEM: BATTERY BACK-UP

# TINY TOONS WACKY STACKERS



It's certainly wacky and involves stacking, but what have eggs got to do with it? Jamie scratches his head at

## Tiny Toons Wacky Stackers...

The GBA is going Tetris-clone bonkers over the next month or so, with *Tiny Toons Wacky Stackers* being one of several puzzle titles lining up to duke it out. The basic idea of the game is simple and familiar to anyone who has played any game of the genre: groups of coloured blocks fall from the top of the screen, in this case pairs of eggs. You can rotate the eggs before you place them at the bottom of the screen. The idea is to join up groups of four blocks of the same colour, at which point they disappear and points are scored. In *Wacky Stackers*, creating a square two-by-two block of the same colour transforms those eggs into one big egg. When this egg is burst, by setting off a chain reaction adjacent to it, you're awarded a Tiny Toons coin.

## Eggy Overload!



Daffy takes the heat off.

When the going gets tough, the tiny toons get wacky. The key to all the game modes is how you use your coins; spending the right amount of coins on the right special at the right time can make the difference between success and failure. My advice is if in doubt, get the coins out!

These are used in a variety of ways.

### Toon Army

In the single-player Survival Mode, a straightforward game can last forever as long as you keep scoring points. The coins can be used to buy special moves from Tiny Toons characters. These range



from Taz's whirlwind to sweep off your bottom two rows, to Daffy's hose pipe that washes away two-thirds of your eggs. The coins also have the same effect in the Puzzle Mode, a challenge where you only get a small fixed number of blocks to clear your screen. In the Vs Computer and Multiplayer

Modes, more coins can be held at once, allowing you to buy even better special moves that hamper your opponent(s). *Tiny Toons Wacky Stackers* is a fun game with good presentation. There's plenty on offer here, with four different game modes. The graphics are bright and colourful, the sound is snappy and the music is really excellent. Bouncy tunes bow away in the background as you play, and they change subtly to match

the on screen action. However, whilst this is a game that's fun, it's not massively challenging and doesn't bring anything new to the genre. Still worth a look though.

Jamie Wilks



Burst them big eggs!



### Uppers

- + Fun to play.
- + Good presentation.
- + Wacky music!

### Downers

- A bit easy.
- Unoriginal.

### Summary

*Tiny Toons Wacky Stackers* is a decent title which is easily playable, but it's not quite good enough for us to recommend. There are superior puzzle games around.



# 75%





JANUARY 2002  
IN SALE: FEBRUARY 2002  
WHO: SWINSI ENTERTAINMENT  
TYPE: PLATFORM GAME  
NO OF PLAYERS: 1  
GAME SYSTEM: GAME BOY ADVANCE

# THE FLINTSTONES: Big Trouble In Bedrock

Ever since they made two awful Flintstones movies, Simon's love of Bedrock antics has been in serious decline. And this game isn't going to buck the trend...

In an era of increasingly sophisticated storylines, it brings us down to earth every now and then to find the standard videogame cop-out – the old kidnapping chestnut. In this case, Dr Sinister clearly thought Barney Rubble was important enough to snaffle, leaving Fred to bound through a run-of-the-mill platform game to try and find him. Ho hum. Things kick off promisingly, with the bright, attractive graphics capturing the mood of

the source material well, and the simple controls allowing you to get straight into the action. You walk around Bedrock, avoiding the various nasties, quickly locating a club with which to beat them. Then it's on to beat the bevy of levels, revealed via a slowly-opened map which appears between stages.

**Yabba-Dabba-Don't**

Sadly, whilst the game is quite good fun to

play, there are some basic mistakes that cost it dear. Chief amongst these is the fact that at times, it's simply unfair. You make a jump or wander onto an unseen part of the screen, and are instantly killed by something you have no chance in the world of avoiding, aside from blind luck. This also makes the game quite hard, arguably alienating part of its young target audience. It's not helped by a virtually non-existent learning curve, which throws you in at the deep end from Level One, and whilst experienced gamers may be able to find their feet, others may have

## Armed and Dangerous

There's a simple rule to get rid of the baddies in this game: the Flintstones pick up to help with your attacks. The club is crude and to the point, whereas the bowling balls can be used to see off pesky paperboys who insist on hurling their stone-based publications at your head.



In retrospect, jumping now wasn't



difficulty. And so we're left with a decent enough platform game, which captures some of the essence of the cartoon, but is ultimately lumbered with too many flaws to be overly enjoyable. And let's face it, if you're in the market for a platform game, your attention is rightly drawn to the impending return of that fat

Italian plumber...  
**Simon Brew**

Shutting this review  
with a flourish



### Uppers

- + The graphics.
- + Easy to get to grips with.

### Downers

- Unfair.
- Too hard.

### Summary

Not much to be said about this game. Whilst you may have found it a little more entertaining in the early days of the GBA, it's also becoming a little less so.



**54%**





DAMAGE: ..... E&A NO  
ON SALE: ..... OUT NOW  
WHO: ..... THQ SOFT  
TYPE: ..... ACTION ADVENTURE  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# TOM & JERRY: The Magic Ring

John gets involved in some classic cartoon capers on the Advance...



Lower than it may look, this is the best place to put electrical sockets...

I'm sure that if you speak to any doctor or nurse who works in a casualty department, they'll have plenty of stories about the things people manage to get parts of themselves stuck in, or things they've managed to get stuck on their parts. Alas, Jerry the mouse is no exception to this and has managed to get a ring stuck on his head. Tom would usually laugh and belt him over the head with a poker or something, but now he's faced with a problem. The ring in question belongs to his master and is a prized magical

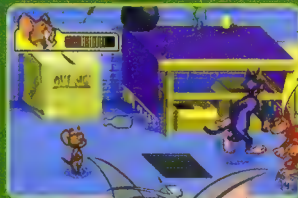
in *Tom & Jerry: The Magic Ring* you're given the choice of who to play. You can take control of escapee Jerry as he desperately tries to find a way of removing the ring, or as

hunter Tom, who is desperate to retrieve the ring before his master finds it's missing.

## Cart Capers

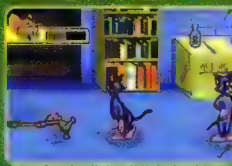
There are eight levels for you to battle across, and various cartoon-style weapons to use to fend off the opposition. Gameplay is similar to the cartoons, and takes place at a fast pace as you run and jump around trying to avoid the bad guys. Sometimes I felt there were too many bad guys on the screen at once, and trying to ward them all off was too difficult.

The developers of *The Magic Ring* are either great fans of



Paul, lucky mouse. Last time I threw a bottle I got arrested.

## Most Accidents Happen in the Home



There's a good selection of cartoon weapons available in the game. There are eggs to throw and bottles to chuck, as well as plenty of blunt objects to lamp the opposition with, such as planks of wood, which is surely cartoon sadist's favourite!



Tom and Jerry or they have done their research well, as the game nicely captures the look and feel of the cartoons. The weapons are straight out of Tom & Jerry-land too – spades, eggs, planks or wood. A

featured in the game as well, so you can expect to bump into characters like Spike, Tyke and Butch the Bulldog to name a few.

Despite its good looks and presentation, the gameplay doesn't fare so well. The madcap running, jumping and smacking is good fun for a short while, but it quickly becomes repetitive and sadly, it's not long before you realise the game offers little in the way of variety.

John Hargreaves

**XTREME RATING**

### Uppers

- + Looks good.
- + Great soundtrack.

### Downers

- Too many bad guys on screen at once.
- Lacking variety.

### Summary

It's a bit bad, but there's nothing you haven't seen before. For comicbooks and the risk only.



**59%**





Jumping on enemies is more effective than attacking them.



REVIEWS



# THE LAND BEFORE TIME



DAMAGE: ..... IBA  
ON SALE: FEBRUARY 2001  
WHO: SWING! ENTERTAINMENT  
TYPE: PLATFORM GAME  
NO OF PLAYERS: .....  
SAVE SYSTEM: PASSWORD



THE GAME SHOULD BE IN THE SYSTEM USING ROMS...



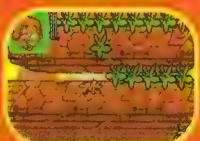
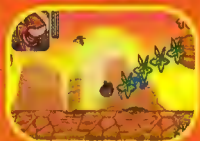
Let's find our friends, and go home!



The Green Valley is over those mountains!

their panic to escape, the pals find themselves separated. Cera is trapped in the hot desert by a Scorposaurus, Spike is stranded on an island by the Sharptooth whilst Ducky & Petrie find themselves trapped by a rock fall. It gets worse when they find the monstrous Sharptooth having a nap in the cave. In

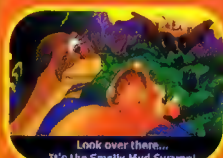
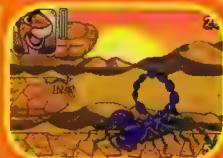
isaster has struck, as Michael Burke would say on 999. Whilst exploring a cave on the edge of the Great Valley, dinosaur friends Littlefoot, Cera, Spike, Ducky & Petrie find themselves trapped by a rock fall. It gets worse when they find the monstrous Sharptooth having a nap in the cave. In



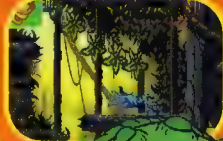
The gameplay is standard platform stuff – run, jump and flatten the bad guys whilst collecting things on your way. It's clear from the subject that the game is aimed at the younger audience, something also reflected in the game. The basic controls are quite simple and shouldn't confuse the little tykes, but there are some more complicated attack movements that have



Where has everyone gone?



Look over there... It's the Smelly Mud Swamp!



Look over there...

## A Walk In the Jurassic Park...



Oh no... It's Sharptooth!

There's a whole host of dino-nasties to get past on your journey. There are stinging scorpions, vicious purple things and pterodactyls, which are the last thing you want to bump into when you're trying to jump a canyon!



XTREME RATING

### Uppers

- + Decent gameplay.
- + Okay graphics.

### Downers

- A bit too timid.
- Restart positions should have been used.

### Summary

Above average, and it's free. The youngsters should for a while, but there are better titles out there.



72%





IMAGE: ..... GBA  
 RM. SALE: ..... 22ND FEBRUARY  
 WHO: ..... MIDWAY  
 TYPE: ..... BEAT-EM-UP  
 NO. OF PLAYERS: ..... 1-2  
 SAVE SYSTEM: ..... BATTERY BACK-UP

# MORTAL Kombat Advance

New and improved, or old and stale? Jamie has a look at *Mortal Kombat Advance*...



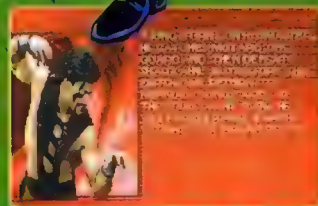
It's now ten years since Midway's *Mortal Kombat* first hit the arcades, way back in 1992. At the time, its motion-captured graphics were pretty much state of the art. 1990's *Pit Fighter* being the only previous title to use motion capture on a large scale. Over the years, several versions of *Mortal Kombat* have been released on just about every platform, so it's no surprise the GBA gets a version. But has the game really moved on enough to be a top-quality GBA title, or is it just old hat? Before I go any further I must confess I'm a big *Street Fighter* fan.



That's the game that really started the whole one-on-one fighting genre. In *Super Street Fighter II Turbo Revival*, the GBA already has a very good one-on-one fighter, and any other game in the genre must be something special to top it. If you're already a dedicated fan of *Mortal*

*Kombat*, you'll most likely go out and buy *Mortal Kombat Advance* regardless of what any reviewer thinks, but if you're not, read on...

*Mortal Kombat* is different from other fighting games in several ways. First off, it's the only fighting game (that I can think of anyway) that uses taps on the D-pad as well as buttons to execute its special moves. It's most unlike the *Street Fighter* smooth motion method, or the *Tekken* button combo technique. This makes the game very well suited to the GBA and its small D-pad. Second, it uses a button to block attacks rather than the hold-away-from-your-opponent method that most fighters use. Lastly, when you win a fight you get a few seconds to perform cool finishing moves on your opponent. These three things, as well as its other unusual characteristics like a button to charge your opponent and high/low attacks rather than weak/heavy or left/right, make it a very unique fighter that most people either love or hate.

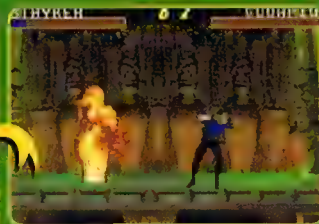


## Finish Him!

Simply defeating your opponent in *MKA* isn't enough. Oh no. You get the opportunity to kill your opponent too! Fatality moves are very tough to discover, but if you're the bloodthirsty sort, they're worth it. Or you can just make friends with those you defeat - don't ask me why.



Scorpion has a short with old Scorp!







If you're struggling to land a hit on an opponent, wait for him to attack and then counter.

REVIEWS

# KOMBAT



*Mortal Kombat Advance* offers three different game modes; the standard single-player Tournament Mode where you must defeat a series of opponents to finish the game, a two player link-up Vs Mode and a rather natty Two Players Vs Two Computer Opponents Mode. The single-player mode has a range of five difficulty levels from very easy right through to very hard, and four different tournament routes from Novice to Grand Master. The difficulty levels alter how skilled your opponents are, whereas the different tournament routes control how many opponents you have to face.

## Final Verdict

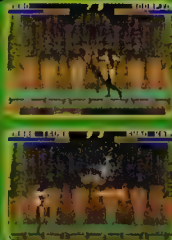
*Mortal Kombat Advance* is not a game you can easily pick up and play. At the easiest levels there are a few sneaky

techniques you can employ to beat opponents, but once you get anywhere near a respectable difficulty level, things become really tough. Learning just a few special moves and a few basic combos doesn't cut the mustard. Things aren't made any easier by how aggressive many opponents are; it's kind of difficult to work out how to fight properly when you have to stand there blocking whilst your enemy throws everything but the kitchen sink at you.

Yet whilst *Mortal Kombat Advance* is difficult, it's also frustratingly addictive. I warn you now, the first time you face Motaro you're in serious danger of destroying your GBA in a fit of rage as you lose over and over again to the seemingly-invincible sub-boss. I'm teetering on the brink of calling MKA fun to

play, but that doesn't seem an adequate description. Playing it's a bit like getting into a play fight with a mate that ends up going to far, yet neither side will back down despite the fact you're laughing and crying at the same time. It's, er, painfully fun.

*Andy Walker*



## Mortal Movies!

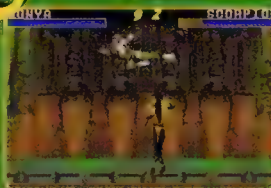
*Mortal Kombat's* success has spawned not one but two Hollywood movies, with rumours of a third on the way. There's also a *Mortal Kombat* TV show, so you can watch Sub-Zero bash heads on a weekly basis. He's the coolest Kombarant, don't you know.



That's game over!

## Eenie-Meenie-Minie-Mo

*Mortal Kombat Advance* includes a whopping 25 characters selectable from the start, plus many of these hidden characters the series is so well known for.



**XTREME RATING**

### UPPER

- Loads of fighters
- Great addictive
- Two link-up modes

### DOWNER

- Pretty tough
- Restraining
- Gets a bit scary

### SUMMARY

It's a tough little game, but very addictive. I've seen *Mortal Kombat* a few times, and it's not just the fights, there's also some great story to tell you about.



**82%**

REVIEWS

GBX

39





DAMAGE: ..... \$34.99  
ON SALE: ..... FEBRUARY 2002  
WHO: ..... JUNGLE ENTERTAINMENT  
TYPE: ..... PLATFORM GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# AN AMERICAN TAIL: FIEVEL'S GOLD RUSH



There's gold in them thar hills! John goes hunting for it, with *Fievel's Gold Rush*

The rats of the docks are so big they can chuck barrels at you!

I'm usually wary of film-licensed games. Trying to weave characters and storylines into a game doesn't always work, so I was a bit hesitant when I first saw *Fievel's Gold Rush*.

Fievel the mouse has been given a piece of a map by a friend, Wyllie

Burp, whose gold mine is under threat from the evil Cat Malone (as opposed to the lovely Cat Deeley). So it's up to Fievel to get the other pieces of the map together and find Wyllie so he can help him.

During the course of the game, you must battle from New York to Wyllie's mine, fighting through places like sewers, rivers and moving trains. There's a whole host of bad guys, like barrel-chucking rats, spiders and mouse Indians! The gameplay is nothing new. It's a case of collecting gold bars, avoiding the bad guys and getting to the exit. Your score depends on how much gold you collect, but you don't have to collect all



the gold to move on to the next level, which I think is a nice touch.

gamer. It's not very difficult, and the restart points are never far from where you died. In saying that, this doesn't stop it being an

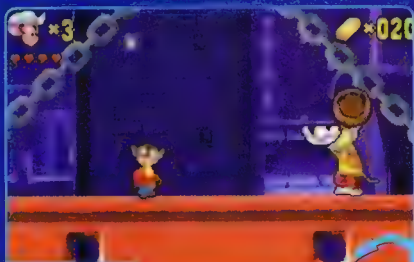
enjoyable game to play. More experienced gamers may find it a little on the easy side, but it's still great fun. **John Hagerly**

## Hats Off to Fievel...

The graphics are what you would expect in a decent platform game. The locations look good, the characters are well animated and the game plays well. The most fun part is Fievel's weapon, a sort of boomerang hat! Throw it at a bad guy and it stuns them, and if it misses, it usually comes back. For extra points, you can also finish off the evil ones by jumping on their heads instead.

I suspect that given the film this is based on, *Fievel's Gold Rush* is aimed at the younger

## Return of the Hat...



Having a hat as a weapon is certainly a bit more original than your average kick or punch. Although there's a bit of delay between you pressing the button and the hat being thrown, it makes a good weapon. If you jump, you can also change the course of the hat.

**Xtreme Rating**

### Uppers

- + Nice graphics,
- + Good locations.

### Downers

- A little too easy for us
- old men.

### Summary

- A decent hat, yes, but the game is a bit too easy for the older men.

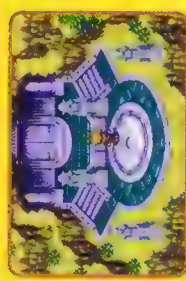
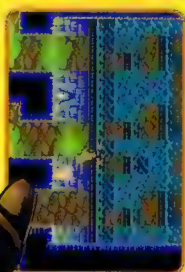


**86%**





# Golden Sun



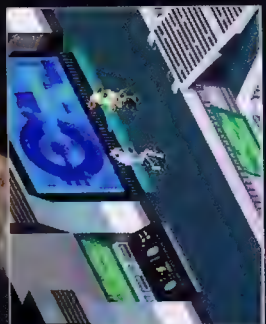
GBX



# STAR WARS JEDI POWER BATTLES



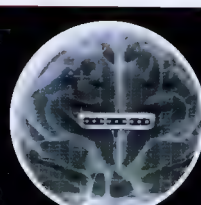




GBX



GBX



DAVID  
BECKHAM  
SOCCER







GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY



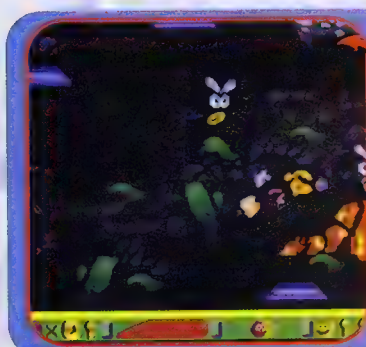
If you can't see where you're jumping to, lines of lums usually indicate a platform underneath



# RAYMAN 2 Forever



The dynamic dude with attitude is back, but can his Color creation match his amazing Advance action? Ian goes out on a limb...



The hovering hoop swings are familiar to all Rayman fans...



starts out with all the skills he needs, such as punching, hanging on the edge of platforms and spinning his hair like a helicopter to hover in mid-air. Rayman games usually award these skills one

how to get there, but chances are as you move through the level you've already had a sneak peek of what's ahead - forethought and forward planning is what it takes. Although tricky in places, it never reaches the insane difficulty levels of certain other Rayman games. After you've progressed through a few levels, though, the game's main malfunction comes to

light. The baddies have all

by one at the end of each level.

## On a Limb...

Rayman is a very well designed game. The levels are large without being never-ending, challenging without being frustrating and varied without being inconsistent. You often have to think about where to go next and

Rayman. You can't help loving him. He's not up there with the gaming legends like Mario or Zelda, but he's a platform icon in his own right. And it's not difficult to see why. Ever dependable, Rayman games offer a great mix of lush graphics, considered level design and seat-of-your-pants action. Rayman 2 Forever is no exception. There are 13 very traditional Rayman universes, replete with rich,

organic features and as much background art as the GBC allows. There's no parallax scrolling, but I suppose if this was included, the game couldn't be as large as it is. There's 36 levels in there, and 800 lums to collect. Even without the parallax, the graphics are pretty impressive. Rayman himself looks cool as he runs and jumps, though a little awkward climbing ladders and ropes. Surprisingly he

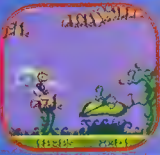
Rayman even looks cool just hanging around!



up and down with near-clockwork regularity. There are no end-of-level baddies to bash either. Even without the bad guys, the intelligent platform-pounding action makes Rayman 2 a neat game. It's nothing new, but the quality's there. And that's the main thing...

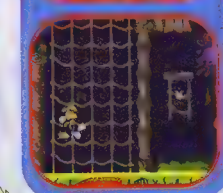
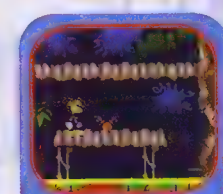
Ian Osborne

## Bonus Stages



Find a real challenge that you can enjoy one of the game's bonus stages. Here you must gather 25 of those grey lums within a fixed time limit. And you get a bonus for every 10 lums you collect. So you see, it's not only a challenge, but it's also a reward.

game are rarer than a thirty-something in a boy band. And the ones that are there are the mobile hazard-type baddies that just march from left to right or jump



## Summary

Not a top-notch classic, but a worthy winner that deserves serious attention.



# 84%

**XTREME RATING**

### Uppers

- + Looks good.
- + Plays good.
- + Is good.

### Downers

- Where are the baddies?



LINK  
CABLE

Just don't buy it.  
It's the best tip we  
can give.



# Mary-Kate and Ashley: Crush Course

A game aimed solely at girls? Only girls with no taste whatsoever, reckons Simon...

This is one of the mini-games. And it barely gets better than this.



**DAMAGE:** ...  
**ON SALE:** ...  
**WHO:** ...  
**TYPE:** ...  
**NO. OF PLAYERS:** ...  
**SAVE SYSTEM:** ...

CRUSH

COURSE

GIRLS

1-2

BATTERY BACK-UP

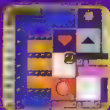
**C**onfession time. I'm not a girl. So when Mary-Kate and Ashley, two sickly-sweet American teenagers, come plastered on a game marked 'Real Games For Real Girls', you'll understand if I choose not to get in touch with my feminine

side. Instead, I'll give it to you straight. For, contrary to popular belief, I am still human and I can smell a bad game like a fart in a car. And this is a bad game.

It's effectively a series of sub-games tenuously strung together through an uninteresting boardgame, with you attempting to retrieve a note from someone who fancies you. The sub-games in themselves are passable, but by the time you've raced

round the locker room for the tenth time, you're sick to death of it. Games for girls? Games for those who delight in shelves full of mediocre carts, more like.

**Simon Brew**



Yippee! The computer has thrown me a five, with no intervention or skill required at all on my part!

**XTREME  
RATING**

**Uppers**

- + Nice idea.
- + Multiplayer Mode helps.

**Downers**

- Boring.
- Don't have much to do.
- Messy graphics.

**Summary**

Ladies - stick to Mario like the rest of us, and leave this repetitive tush on the shelf.



**33%**



PRINTER



Erm - well, it's not really the sort of thing you can write tips for, is it?

# ET the Extra Terrestrial Digital Companion

Can ET keep your records in order as well as phoning home?



**DAMAGE:** ...  
**ON SALE:** ...  
**WHO:** ...  
**TYPE:** ...  
**NO. OF PLAYERS:** ...  
**SAVE SYSTEM:** ...

ET

DIGITAL

COMPANION

1-2

BATTERY BACK-UP

**E**t does exactly what it says on the box. It's a personal digital assistant with an ET theme. Use it to store contact information,

make lists of things to do, you get the drift. There's a built-in calendar, and also five games, including a Tamagotchi-style virtual pet called Floppopple. And it's password-protected too. And compatible with the Game Boy printer.

It's nicely presented (aside from having to answer endless questions when you

first switch it on), but the games aren't particularly exciting. The serious functions are all available on the World Port, and that has e-mail too. Considering you can get the World Port for the same price (and cheaper if you shop around), what's the point of even considering this?

**Ian Osborne**



The bike race, one of the mini-games.

**XTREME  
RATING**

**Uppers**

- + It does everything it claims to do.

**Downers**

- Treads fine line between entertainment and serious application.

**Summary**

The ET Digital Companion falls between two stools. It's not got much to offer the gamer, and lacks the serious allure of the World Port.



**56%**



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# GBX

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✓	✗



If you're having trouble jumping forwards (as opposed to upwards), press 'A' and then 'Forwards' in rapid succession.



# Planet of the Apes

The apes are back, but will they make a monkey out of the Color?

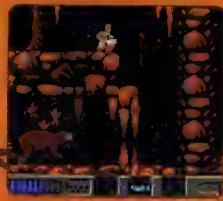
enemies that walk around like they suffer from an obsessive compulsive disorder. It's just not as bad as the Advance version.

Perhaps it's because expectations are lower on the Color, or maybe because the programmers are more used to the older machine, but overall the gameplay seems tighter here. While the too-clever-by-half animation sometimes makes the controls seem awkward, they never reach the levels of frustration that cursed the GBA game. The sudden

deaths are annoying, but they don't make you scream in frustration, and the dumb foes – well, I guess we're more used to them on the Color.

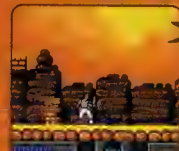
There's nothing special about *Planet of the Apes* on the GBC. It has all the flaws that cursed the Advance version, but fortunately they don't curse this one quite as much.

Ian Osborne



He'd make a great fireside rug...

He was too stupid to live anyway.



Compared to the Game Boy Advance version, this is almost a relief. Don't get me wrong – it's not great. It still suffers from over-ambitious animation, sudden deaths that send you back to the start of a level and idiot

**XTREME RATING**

## Uppers

+ Better than the Advance version...

## Downers

...But shares many of its flaws.

## Summary

Better programming makes this the superior *Planet of the Apes* game, but there's better out there (most notably *Tomb Raider*).



**46%**



ISSUE 16

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Before using a power, walk around and take a look at the level. Forward planning is everything here.



DAMAGE: ..... £24.99  
ON SALE: ..... MARCH 2002  
WHO: ..... UBI SOFT  
TYPE: ..... ARCADE ADVENTURE  
NO OF PLAYERS: .....  
SAVE SYSTEM: ..... BATTERY BACK-UP

# ET THE EXTRA TERRESTRIAL: Escape from Planet Earth

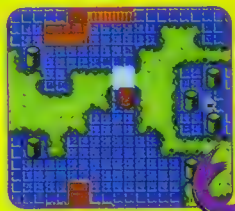


Can you help ET phone home? And do you want to? Ian extends a glowing finger towards the extra terrestrial's latest game...

**C**an it really be 20 years since the pug-faced alien first crash-landed onto our cinema screens? The saccharine-sweet kids that helped him contact his rescue craft have probably got kids of their own by now, so a whole new generation can wonder why his space ship looked like a hi-tech tennis ball. And we can all get in on the action with this cool ET game too... The aim of the game is to build a communicator so ET can send a distress signal to

his buddies (remember the ET phone home catchphrase?). To collect the bits and pieces you need for this celestial walkie-talkie you must search six environments, with ten levels in each. Sub-quests reveal hidden items which can be traded later. You get to play as Elliott or ET, and in some stages, you switch between the two. At all times, though, look out for the FBI and other shadowy government agencies who are out to get you.

## Radical Thought...



This is the first stage where ET and Elliott team up. First, use Elliott to stop yourself sliding off the ice, so you can collect the Freeze power. Then use it to cross the narrow areas of green ooze. Freeze the wrong bit of goo and the level becomes insoluble - press Start to retry.

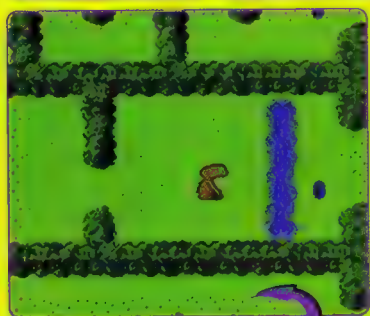
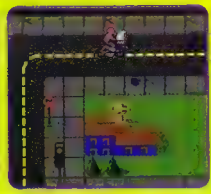
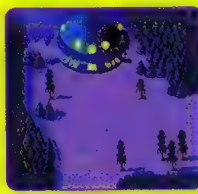
## Beee Gooooood...

Fans of the old Atari outing *Chips Challenge* will feel right at home here. ET can collect several single-use powers as he goes, eg. Freeze to solidify water or goo. These must be used in exactly the right place if you're to solve a bite-sized stage - there's only one way to skin

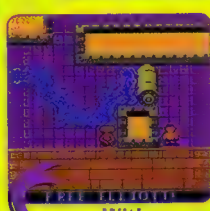
a cat in this game. Elliott can't use these powers, but he can jump over small objects. Combining the talents of our intrepid hero is essential. The environments present their own obstacles, eg. ice patches you can slide over, but you can't stop or change direction on the ice.

Overall, *ET The Extra Terrestrial: Escape from Planet Earth* (what a stupidly-long title) is a good game. The puzzle levels are bite-sized, and although they start easy and the skills curve is gentle they soon have you scratching your head. They get samey after a while, though - this is a game to pick up and put down rather than hammer your way through in one solid four-hour session. That said, you'll keep coming back to it time and again - you just have to get that little bit further. On the negative side, the graphics are colourful but shoddy (ET looks like a wobbly turd, but then he did in the film too), and when facing foes, the collision detection isn't always spot-on. This hardly kills the game - the graphics aren't that important anyway, and you can live with the collision detection. In fact, it's ideal for the more cerebral gamer.

Ian Osborne



Use the freeze power to cross the river.



...With every purchase?



### Uppers

- + Makes you think
- + Long-lasting.
- + Bite-sized levels.

### Downers

- Wonky graphics.
- Collision detection poor.

### Summary

This is a game for the more thoughtful gamer. Imagine a *Zelda* title without the combat, and you're on the right track...



# 80%





# MONSTERS, INC.

Anywhere these monsters are everywhere. Oh goes in again. Let's hope he doesn't run away screaming this time...

Now let us let this be a lesson to all games publishers out there – just 'cause you're releasing on a spanking-new handheld with top-notch specs doesn't mean you can

release a load of rubbish as expect it to work. *Monsters, Inc.* on the GBA is, to put it delicately, a stinking pile of poo. Despite the colourful cartoon graphics and, er, wide-screen format gameplay, *Monsters, Inc.* on the GBC, though, is an enjoyable platform romp with several good ideas, despite looking like the dog's backside that produced its GBA cousin. This game follows the story of the film, and so there's a bit more point to it than just collecting the same things in each level, and much more variety too. Playing both Sculley (the big blue/green hairy one) and Mike (the little green one), you start off doing your very job of scaring children, but then have to deal with Boo, the little kid who escapes into the monsters' world, Monstropolis.

That's not a fairy cake on his back, it's a kid dressed as a monster.

## Scare for your Supper

*Monsters, Inc.* is a game for all ages, and it's for scaring children, and Sculley and Mike are the only monsters who can scare Boo.



### Growwwwl...

The levels feature the streets of Monstropolis, the *Monsters, Inc.* factory and beyond, but all of them follow a general platform feel. In most you can switch between Sculley and Mike at will, and both are handy, with Sculley's ability to charge down doors and push objects and Mike's double-jump. This character-changing link is becoming quite a standard feature in platformers these days, but it does add an extra element to the gameplay, so all the better. Certainly *Monsters, Inc.* plays well, with fluid platform action that remains interesting as the game goes on.

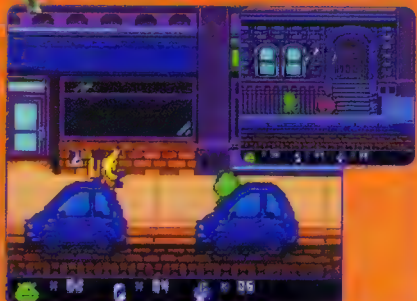
Unfortunately, it looks awful, especially the hand-drawn stills between levels, which are quite obviously hand-drawn. The in-game graphics often feature a rather appalling combination of blue, purple and green, and the overall effect is to remind you why they brought out the GBA. Despite that, though, this game still blows its GBA version out of the water. Simple playability is what this game has, and what the other totally lacks – and in the end, it makes all the difference.

Oliver Lan



IDEAL MONSTER...

Some of these graphics are just... Incredible.



XTREME  
RATING

### Uppers

+ Playable  
+ Varied

### Downers

- God-damn ugly  
- Just another platformer.

### Summary

Gameplay: 1, Graphics: 0



78%



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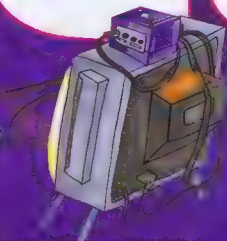
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# The road to the GameCube...

# CUBE



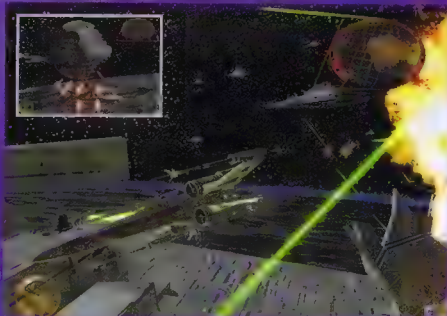
Hey readers! I've been playing the Japanese and American versions of the GameCube, and they're really smart! There's some great games on the way when it finally gets launched in the Spring over here. We ain't gonna review 'em on import this soon before they're out (and yes, we find it frustrating that the Brits have to wait so long too), but I'm just itching to tell you about what's on the way.

One thing that won't be released over here, in the Spring or otherwise, is the Panasonic GameCube nicknamed 'O'. Pity - it looks neat, as you can see from the pics on this page. Oh well - at least we're getting the Cube...



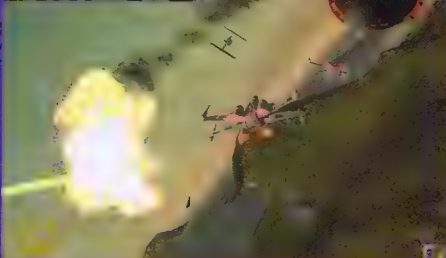
## STAR WARS ROGUE LEADER: ROGUE SQUADRON II

**W**ell, you can't fault the graphics, that's for sure. *Star Wars Rogue Leader: Rogue Squadron II* showcases the stunning technological capabilities of Nintendo GameCube, and includes crisp movie-like visuals that complement the intense action arcade experience with eye-popping detail such as a decaying Podracing track and Jabba the Hutt's palace. *Star Wars Rogue Leader: Rogue Squadron II* features 11 air-to-ground and air-to-air mission scenarios over planets and in space



including the perilous Death Star trench run and the legendary battle on the ice planet Hoth. It also includes numerous bonus missions to unlock by completing various goals throughout the game.

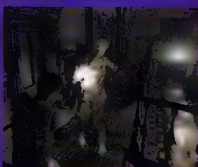
"*Star Wars Rogue Leader: Rogue Squadron II* pushes Nintendo GameCube to its limits", says Tom Byron, director of product marketing for LucasArts. "The incredible graphics, tight controls, and intense game play make *Star Wars Rogue Leader: Rogue Squadron II* the closest thing to 'playing the movie' that LucasArts has ever achieved." Judging by the import version, he might just be right.



## RESIDENT EVIL

There was a time when Nintendo wouldn't let developers spray their games with buckets of blood. All violence had to be sanitised. For example, *Mortal Kombat* was toned down on the SNES, with the blood coloured to look like sweat and the fatalities removed at the last minute (you could get them back with *Dante's Action Replay* for the SNES, though!). How times change! Capcom is currently working on a GameCube

version of the splatterpunk horror saga *Resident Evil*, which gets a Japanese release in the Spring. The storyline hasn't yet been revealed, but it's completely new - no lazy rehash here. It's bound to involve the Umbrella Corporation, the T virus and several STARS operatives. The graphics look seriously moody, capturing the survival horror of the series perfectly. We can't wait to get our hands on it!







# Route

## THE PANASONIC GAMECUBE

Panasonic has bought the rights to release its own version of the GameCube, known as the 'Q'. It's bigger than the Nintendo Cube, weighs twice as much and boasts a shiny silver casing. So why the extra weight and size? Well, unlike

the standard GameCube, the Panasonic model can play DVDs, audio CDs, VCDs, CDs and DVD-Rs as well as standard GameCube game discs! It comes bundled with a remote control as well as a standard hand controller too.

The Panasonic GameCube (or 'Q', why did they call



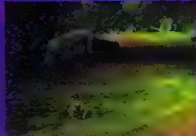
it such a stupid name?) is already available in Japan, but the company has 'no plans' to release it here or in the States. Shame on them!



## TARZAN FREERIDE

This guy gets around. From the chilling books by Edgar Rice Burroughs to the feel-good cartoons, Tarzan crops up everywhere. Including the GameCube. In his new 3D adventure, Tarzan, the legendary lord

of the jungle, must use his survival instincts and agility to outwit and outmanoeuvre foes. Featuring the return of Tarzan, Jane, Terk and many others, *Freeride* is a brand new adventure that



takes place where the animated film left off. Explore new areas such as the swamp and the Elephant Graveyard in 15 extreme levels of wild and winding action to quicken the senses and stimulate the mind. Sounds exciting.



## TDK FOR GC

TDK is to bring three of its most popular game series onto the Cube. By next Summer, we can expect *Shrek*, *Robotech* and *Dinotopia*, with an unnamed fourth game to follow.

"Since its launch, GameCube has become one of the fastest-selling games systems", said Vincent Bitetti, chief executive officer of TDK Mediactive. "We currently have four titles in development, with more planned."



## BANDAI WRESTLER ANNOUNCED

Bandai has announced its first GameCube title in Japan, a wrestler based on the company's own plastic figures range which is in turn based on manga flicks.

*Kinniku Man*  
Second  
Generation: *New Heroes Versus*  
*Legendary Heroes*  
lets you play as many of the saga's characters, or even create your own wrestler.



## SURFIN' GC...

Activision is to bring its surfing franchise *Kelly Slater's Pro Surfer* to the Cube. The game's a 3D surfing sim where the gamer pulls off tricks and stunts to score - and yes, it does sound like a *Tony Hawk's* clone, but let's wait and see, shall we?



## SUPER SMASH BROS SCORES

Influential Japanese magazine Famitsu scored *Super Smash Bros* at an impressive 37/40. The GBX crew thought it was one of the weaker titles on display at the Nintendo Show 2001, so maybe it improved in final playtesting?







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# THE KIT BAG

**We scour the globe for toys, games and techno-gadgets!**



## Lord of the Rings Trading Card Game

**COMPETITION**

You've read the book, you've seen the film, now play the trading card game. It spans all three movies (the second two films are to be shown in 2002 and 2003), and its publisher promises it will be the best trading card game yet!

Featuring photos taken directly from the film, the starter pack consists of 60 cards and three randomly-chosen rare cards, with booster packs offering ten cards each. There's also a deluxe starter deck featuring a booster pack, 15 black glass tokens, ten red glass tokens, six coloured glass markers, rulebook and a collectors' card list as well as the 60 basic and three rare cards.

The starter deck costs £7.99 (deluxe version £13.99) and the booster packs are £2.99 each, but we've got a barrel-full to give away. One lucky winner will take home a deluxe starter deck, ten booster packs, an exclusive poster and a collectors album. Ten runners-up can bag a starter pack and a booster pack. To stand a chance of winning, just answer this simple question:

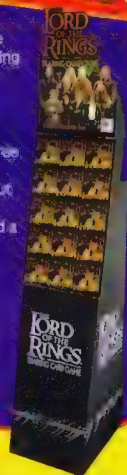
**Q: Who wrote The Lord of the Rings?**

**A: JR Hartley**

**B: JR Ewing**

**C: JRR Tolkien**

When you think you know the answer (or you don't, try the library), call our Competition Hotline and leave your Age, name and address.



## Air Hog Firestormer

Everyone loves flying planes, and with the Air Hog Firestormer, you can have endless fun without the worry of running out of fuel. You see, it runs on thin air! It can fly distances of up to 90-100m (that's the length of a football pitch), and it's easy to power up - just connect it to the pump, then pump away.

The Air Hog Firestormer costs around £25, and is available from all good toy stores and several Internet sites.





## Harry Potter Stunt Kite

Harry Potter flies through the air on more than just a broomstick. Thanks to Worlds Apart, he now flies a kite too! And what a kite it is. It's a genuine stunt kite with two control lines, meaning it can swoop, loop, spin, spiral and dive. It's easy to assemble, and comes complete with a tail. Also available are kites featuring Butt Ugly Martians, Bob the Builder, Monsters Inc, Tweenies and Winnie the Pooh.

Harry Potter Stunt Kites are available in all good toyshops, but we've got 12 of them to give away! To stand a chance of winning, just answer this simple question:

**Q: What's the name of Harry's school?**

**A: Grange Hill B: Eton C: Hogwarts**

When you think you know the answer (and they don't call him 'Hogwarts' most famous pupil-for-nothing), call our Competition Hotline and leave your FULL name and address.

## COMPETITION

### Digi-MP3 Player

Got a PC? Want to listen to some happening tunes on the move? You should check out the Digi-MP3 Player. With it you can listen to hours of MP3s you've downloaded from the Internet or taken from your CD collection. The Digi-MP3 Player stores its tunes on a Smart Media card, which stores hours of music despite being tiny.

The Digi-MP3 Player costs £99.99, but if you enter our sizzling competition, you might just get one for free.

**Q: What is an MP3 player for?**

**A: Watching videos**

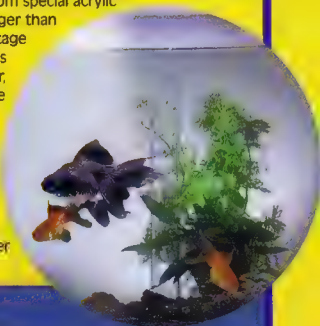
**B: Fixing cars**

**C: Listening to music**

When you think you know the answer (and if you're having trouble, re-read this article), call our Competition Hotline and leave your FULL name and address.

## BiOrb Goldfish Bowl

The goldfish bowl has come of age! The BiOrb is more than just a fish tank. It's an aquatic experience! For starters, it's huge! It holds 10 litres of water, is 40cm across and is made from special acrylic that's ten times stronger than glass. A built-in five-stage filtration system keeps the water crystal clear, and an internal bubble feature keeps the water oxygenated. There's even a built-in light! It's truly the king of aquariums. The BiOrb costs £79.99, and is available in black, silver or white.



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## COMPETITION HOTLINES

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer, or enter online at [www.gbxtreme.co.uk](http://www.gbxtreme.co.uk).

Lord of the Rings Trading Card Game: **09064 774478**

Digi-MP3 Player: **09064 774478**

Harry Potter Kites: **09064 774484**

Terms and Conditions: Calls cost 80p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th February 2002 and close at midnight on 6th March 2002. The editor's decision is final and no correspondence will be entered into.



## More corking Action Replay GBX codes and news of a great forthcoming peripheral...

Well hey there guys and gals - you want music on the move? Well, soon you'll be able to play happening MP3s on your Game Boy Advance! It's real easy. Using the software and cable provided, you just link

your Game Boy Advance to a PC and transfer your MP3 files onto a Smart Memory Card which plugs into the back of your Advance MP3 player. You can e-mail songs to your friends, transfer them from CDs and even create your own playlists.

There's a built-in graphic equaliser too, with pre-set settings for musical genres such as rock, dance and acoustic. The Date! MP3 player for the GBA is a few months away yet, but rest assured we'll bring you a full product test as soon as we get our hands on it.

**Sakura**



# A PIECE OF

### Midnight Club Street Racing



IM1  
55EA1C646D5D28F  
CB85A0C652CFAB2

No Damage  
7C749E13F166887

Low Time  
5D105C47584CEA1A

Never Any Traffic  
962AC010E96DF3F

### Mat Hoffman's Pro BMX



IM1  
4C4081747E2B7F7F  
32AA618CA5F83DC

Max Special  
36D1697C399DCEFE

Max Score  
0CB9D53D0A742D  
F10D7E13CC1CDE

### Infinite Time

24D46E5D1AB4E809  
Collect 1 Star For 5  
54SD9FFC67779C5C

Collect 1 Letter For TRICK  
0E50909BE9FDA47

IM All Covers  
0A42CAA9568

ME All Covers  
7091796F93C8831F

CN All Covers  
07F323A02F90A12

JK All Covers  
BE22CD4B37A78387

RT All Covers  
7F3F20203E8E29F

DM All Covers  
165EBB073C80CA1F

KR All Covers  
A0030FF220538EC2

ST All Covers  
D0B18534877777A

MH All Gold  
1EA300182383811

IM All Gold  
2E0000000000000

CN All Gold  
7AEC7F8233F5785C

JK All Gold  
2D4480658068B9F9

RT All Gold  
E6CF3A7D4C59751A

### DM All Gold

1K9C9A192A00CB7

KR All Gold  
FDCE16E4FEC83BE7

ST All Gold  
10E6F863EDBD326D

Sinstar: Infinite Lives  
E51C6563A00D8A8

Sinstar: Max Score  
99F1F049D4691A09

### WWF: Road to WrestleMania



IM1  
0A618F7F514FF7AA  
1579507F163A9

P1 Max Adrenaline 1  
0A618F7F514FF7AA

P1 Max Adrenaline 2  
0A618F7F514FF7AA

P1 Max Special  
052280C390BAEDC0

P1 No Adrenaline 1  
6C4B92758E235C4

P1 No Adrenaline 2  
1E3D9B866F5027C1

P1 No Special  
0A618F7F514FF7AA

P2 Max Adrenaline 1  
00F8BDA38E235B0

P2 Max Adrenaline 2  
68B15ACF6498BA4

P2 Max Special  
3A0ACD980C79468

P2 No Adrenaline 1  
DCE1A7266E448BA9

P2 No Adrenaline 2  
0A3483173306727F

P2 No Special  
A7D37E0F0E94219A

P3 Max Adrenaline 1  
2072A7BDC6C3F90F

P3 Max Adrenaline 2  
B3AC8C0FB280936

P3 Max Special  
7538D746E1386685

P3 No Adrenaline 1  
0F36D6E8EC40E50

P3 No Adrenaline 2  
BFD18670A6607EFF

P3 No Special  
AE209CA20D9F27E9

P4 Max Adrenaline 1  
68B15ACF6498BA4

P4 Max Adrenaline 2  
00F8BDA38E235B0

P4 Max Special  
3A0ACD980C79468

P4 No Adrenaline 1  
D43483173306727F

P4 No Adrenaline 2  
DCE1A7266E448BA9

P4 No Special  
A7D37E0F0E94219A

P4 No Adrenaline 1  
D43483173306727F

P4 No Adrenaline 2  
DCE1A7266E448BA9

P4 No Special  
A7D37E0F0E94219A

P4 No Adrenaline 1  
D43483173306727F

P4 No Adrenaline 2  
DCE1A7266E448BA9

P4 No Special  
A7D37E0F0E94219A

P4 No Adrenaline 1  
D43483173306727F

P4 No Adrenaline 2  
DCE1A7266E448BA9

P4 No Special  
A7D37E0F0E94219A

P4 No Adrenaline 1  
D43483173306727F

P4 No Adrenaline 2  
DCE1A7266E448BA9

P4 No Special  
A7D37E0F0E94219A

P4 No Adrenaline 1  
D43483173306727F

P4 No Adrenaline 2  
DCE1A7266E448BA9

P4 No Special  
A7D37E0F0E94219A

P4 No Adrenaline 1  
D43483173306727F

P4 No Adrenaline 2  
DCE1A7266E448BA9

P4 No Special  
A7D37E0F0E94219A



IM1  
853C5E22AC5D0C55  
0A618F7F514FF7AA

Max Score  
FC2741010C670105

Infinite Lives  
A7342026521BF486

Just Have Speed Up  
F8A25D2F7B06C90

Just Have Missile  
ADE301A181939648

Just Have Double  
96B101E7626E6798

Just Have Question  
D37F6C9EBF8F8

Have All Power Ups  
EF3514A84CA3A9D





# CODE junkies

**For more great Action Replay codes,  
call the Code Junkies Hotline!**

**09064 774477**

Calls cost 60p per minute at all times. Lines are open 24 hours a day, seven days a week.  
Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.

# THE ACTION



**SpongeBob  
SquarePants  
SuperSponge**

30525CEBD2D5C5FC  
P1 No Health  
4D4DD09C580B54  
18806CB0F825A

Infinite Time  
2E1617EBCC17703

P2 Infinite Health  
FD301B60B0FF3506  
8F9F04E3358E02A3

(M)  
490E874011200D85  
17A308AAE1941B39

## Infinite Lives

Infinite Spatulas  
8CA39DABEACT418E

Infinite Jellyfish  
08F10E62B11C22BF



**Super Street  
Fighter 2  
Turbo Revival**

LMJ  
597C00706F70FFF5  
5B5AEC7D5FD0568C

P1 Infinite Health  
A2095599AF9ECA0A

P1 Instant Win  
Do not use this code with  
the Infinite Time,  
P2 No Health, or P1 1 Win  
Needed codes:  
70EF7B094DE958A0  
5C1BA54FA1A1A89A  
FA6BE9A5F97AC518  
89A16CADA1DF4AF9

P1 Max Score  
9FA56AAB9239CF6E  
54249F346DDB0ABA  
E0C4C17A28CAACDC



(M)  
6761F8D0A5366146  
21703185C0A6EA4E

Infinite Lives  
42D69805C8081253

**Infinite Health**  
With this code, the little fly  
will be a yellow rectangle.  
7D3B1F68111168A9

Max Gems  
19F923CE699A31C5

Max Fairles  
CE22A1BBA7DAC26A

codes will make the  
portals to their  
worlds black.

Autumn Fairy Home  
Complete  
DE902D9CB165046B  
05ED7EEC7CABC03D  
287E06586232DA2E

Market Mesa Complete  
F5877A2A0734DDA8  
AA0356EDBCCD6CD  
3ECD8E8F87A967A9

Lava Prairie Complete  
DC1CB7A0D36114FF  
D18F8F1751D8B3C8  
A8BFE8E7B85E03A8

1. **Introduction**  
 2. **Background**  
 3. **Methodology**  
 4. **Results**  
 5. **Conclusion**  
 6. **References**

Stone Age Speedway  
Complete  
A1809D50ECEFB8EFO  
B6FAC85D82FE267C  
7EF8DB2F05C3F66B

Ant Farm Complete  
6C34315CA247A618  
52FF468096650333



0651023  
Infinite Stamina  
26559F2535CE42EC  
4E1D163325EE6288







# RETURN FIRE...

The babe with the bullets checks out your parting shots...

## Gamin' Greats

Dear Sakura,  
I got a Game Boy Advance for Christmas, and got *Doom* and *Spyro: Seasons of Ice* with it. I saved £35, and want to buy a third game. *Tony Hawk's 2* looks good, but will there be a third one for the GBA? And will there be a GBA version of the new

*Resident Evil Gaiden*, which looks great? I'm really excited about *Tekken* – any ideas on its release? Your mag's the best – keep it up.  
**Mark, Cambridge**

Sakura says: *Tony Hawk's 3* is indeed coming to the

GBA, but the original *Tony Hawk's* was released long before the Advance hit the shelves. So *TH3* is the second game, not the third. We hope there'll be a *Resi* game on the GBA, but no news yet, and as for *Tekken* – stay tuned next ish. Thanks for the great pics too!

## GT Racing Action!

Dear Sakura,  
There's one thing I really, really need to know. Is *GT Advance* just another name for *Top Gear GT Championship* on the GBA?  
**Paul Hesketh, Belfast**

Sakura says: Nope, really different games. Neither really shone, though. We're still waiting for a really good real-world driving game on the Advance...



## What The 'Eck?

### Mario's Main Man

Dear Sakura,  
I think GBX is the greatest magazine ever, though you have too many phone-in competitions instead of write-in ones. I have a few questions to ask.  
1: Is *Super Mario Advance 2* going to be any good?  
2: I have *Super Mario Advance* and *Mario Kart: Super Circuit*. Is it worth getting *ChuChu Rocket* next?  
3: Will there be a GOOD Simpsons game on the GBA? As you may have noticed, I like Mario.  
**Paul Heron, Cleveland**

2: Yes! It's great.  
3: No idea – nothing's been announced yet. Enjoy your Rocket games! And if you check out [www.gbxtreme.co.uk](http://www.gbxtreme.co.uk), you can enter our competitions online now!



Sakura says: Yehppers. I see ya LOVE Mario – thanks for the kewl pic. The red ostrich reminds me of the bird from *Joust*! Anyway, on to your questions:  
1: Yes! See Page 18

Yo Sakura,  
After reading your really cool mag, I bought an *Action Replay GBX*, which is great. It really works well, but when I got *Ecks Vs Sever* for my birthday (I think it's by far the best game yet), I found it so hard! And day after day I go on the Code Junkies web site to see if there are any codes for it, but there are none! I just want to know why there are no codes when other cheat systems like *GameShark* have loads of codes!  
**Nick Baker, Rutland**



Sakura says: Hey Nick, glad you like the *Action Replay GBX*, and *Ecks Vs Sever*. The Code Junkies are beaverin' away on the latest games as we speak, but there's something ya should know. *GameShark* is the American name for *Action Replay* – codes released for the *GameShark*

Advance almost always work on the *Action Replay GBX*. The ones for *Ecks Vs Sever* certainly do, though the intro screen corrupts slightly. Check 'em out – [www.gameshark.com](http://www.gameshark.com).

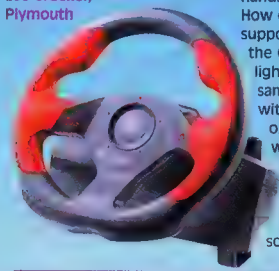
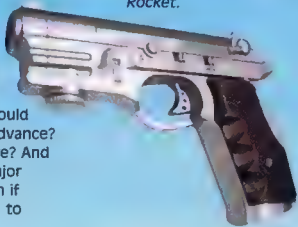


## A Wheely Bad Idea...

Dear Sakura,  
I've got a PlayStation gun and steering wheel. How about making one for the GBA? You would make a lot of people happy. Also, what's the best puzzle game on the GBA? Lee Crocker, Plymouth

Sakura says: There's a very good reason why there's no steering wheel or light gun for the GBA. Two good reasons, in fact. Firstly, the Advance is a HANDheld. This means you hold it in your hands. Are you with me? How on earth are you supposed to hold the GBA and a light gun at the same time? Also, with your hands on a steering wheel, where would you put the Advance? Get the picture? And the second major problem is even if someone wanted to

bring out a GBA gun or wheel, where would you plug it in? Let's face it – it isn't going to happen. The best puzzler on the GBX is *Denki Blocks!*, closely followed by *Kuru Kuru Kururin* (now down to £15 in some stores) and *ChuChu Rocket*.



## Jays of Txt

Hey Sakura,  
E-mailin just 2 say wot a gr8 job u r doin on the reveiws etc. And cud u e-mail me back tellin me the name ov that total babe from the Dec ish who has the Action Replay and the Pro-Go Stick.

Matt, Cyberspace (presumably)

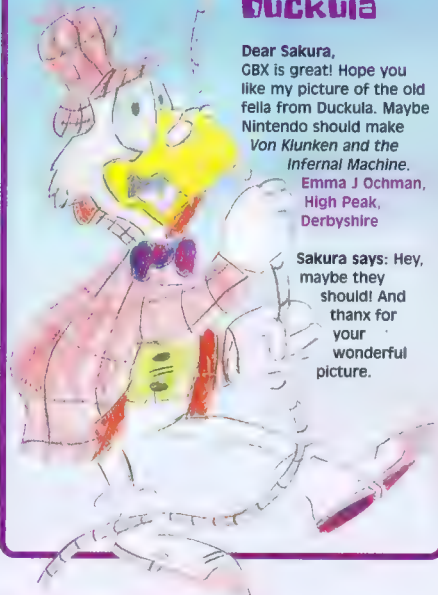
Sakura says: Her name's Angel. Or so she says. And Matt, if you're e-mailing, why do you type like a mobile phone text message? It's pretty lazy, y'know?



## Duckula

Dear Sakura,  
GBX is great! Hope you like my picture of the old fella from Duckula. Maybe Nintendo should make *Von Klunkken and the Infernal Machine*. Emma J Ochman, High Peak, Derbyshire

Sakura says: Hey, maybe they should! And thanx for your wonderful picture.



## Music Machine

Dear Sakura,  
What I want to know is why doesn't someone produce 'music' games. Not like *Beatmania* or *Dance Dance Revolution*, but games with real songs. They could be cartridges with a thru-port on top where you could fit in another cartridge, like *Sonic* and *Knuckles* on the Mega Drive. Imagine playing *The Little Mermaid* (not that I do) and listening to Eminem. Or playing *GTA* and listening to Mary Poppins (the funny combinations are endless). But seriously, not being immodest or anything, it's a good idea, and I've got it copyrighted, so don't try anything. Bob Saggot, Merseyside

Sakura says: Hey Bob, I've got a better idea. First boot up your fave cart. Go into the Options section and switch off the in-game music. Whack any CD you like on your stereo, and

away you go! You can play your game to any music you choose. A thru-port for add-on music carts would be very expensive, and not many bands would release their music on carts. Far

easier just to offer an option to turn off the in-game tunes and play your own on your stereo. Oh, and next time you write me a letter, Bob, put a stamp on the envelope!



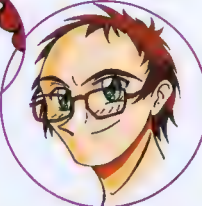
## Seeing Double?

Hi Sakura,  
I was flicking through Issue Six when I saw the *Body Shock*. It looks fab, and I'm going to get one as soon as possible.

Also in the Kit Bag section I saw a small doll next to the dynamite. I knew I'd seen the face before, so I went back through the mag looking at the reviewers – it looks just like Simon! Is it a lucky charm, a voodoo doll or a monument?

Kyle Huddart, Leeds

Sakura says: Yeppers, the *Body Shock* is kewl. Hope you enjoy it. Regarding the doll, it does indeed look like Simon. Thanx – hadn't noticed before. Now I can stick pins in it if he doesn't get his reviews in on time...



Time to get writin', folks. We've got a fistful of new prizes for our Star Letter writer – three ace Rocket games for the Game Boy Color. You get *Space Invasion*, *Painter* and *Karate Joe* – kewl or what? And for the rest of our lucky letter writers, there's a CodeJunkies T-shirt (girl not included). Choose from Medium or Extra-Large. Send all your merry missives and ace artwork to: Sakura, GBX Magazine, Stafford Road, Stone, Staffordshire ST15 0DG or e-mail on sakura@gbxtreme.co.uk





# BACK WITH A BANG!

COMPLETE YOUR COLLECTION OF GBX MAGAZINE...

Missing an issue of GBX? No worries. Just order it through our quick delivery service. Just ring us on £1.99-a-minute phone line, and the cost of the mag is covered by the call. Simple!

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Issue Two is packed with the latest news from the world of video games. It's the only magazine that gives you the inside story on the latest games and the people who make them.

Issue Two also features a special section on the latest games from the world of Nintendo. It's the only magazine that gives you the inside story on the latest games and the people who make them.

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Issue Four also features a special section on the latest games from the world of Nintendo. It's the only magazine that gives you the inside story on the latest games and the people who make them.

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Issue Five also features a special section on the latest games from the world of Nintendo. It's the only magazine that gives you the inside story on the latest games and the people who make them.

BACK ISSUES HOTLINE!

**09065 151402**

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## Issue Six!

**SOLD OUT**

## Issue Seven!

Issue Seven is packed with the latest news from the world of video games. It's the only magazine that gives you the inside story on the latest games and the people who make them.

Issue Seven also features a special section on the latest games from the world of Nintendo. It's the only magazine that gives you the inside story on the latest games and the people who make them.

## Issue Eight!

Issue Eight is packed with the latest news from the world of video games. It's the only magazine that gives you the inside story on the latest games and the people who make them.

For the latest, see Issue 9 back at John Barry Foster games. That's right - you get to see both the Advance and Color games in action! Look out too for Creatures, Golden Sun, Jeti Power Battles and a big feature on the forthcoming Card-a-Reader.



# ACTION TIPS

Are you ready for action? With our cut-out-and-keep cheat cards, you're always prepared!



1: First, cut out your sizzling Action Tips coupons.



2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: Whenever you play the game, you're always got the cheat handy!

**ACTION TIPS: SPONSORED BY**

**Xtreme** ACTION REPLAY

**ACTION REPLAY GBX**

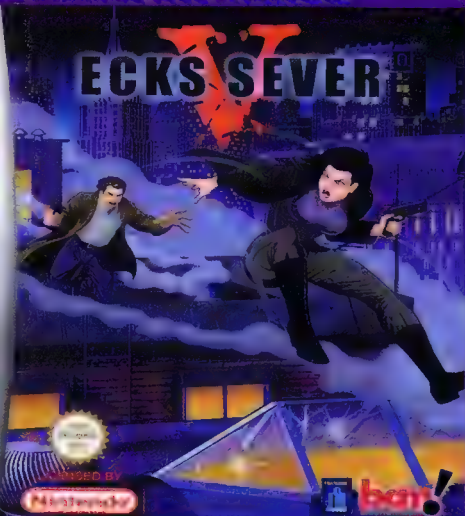
The greatest cheat carts ever to hit the handheld...



## ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.

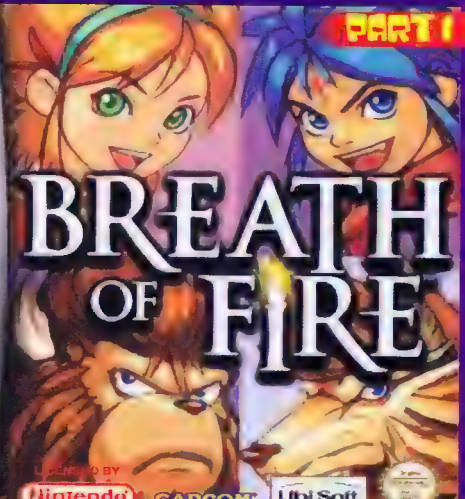
ONLY FOR  
GAME BOY ADVANCE™



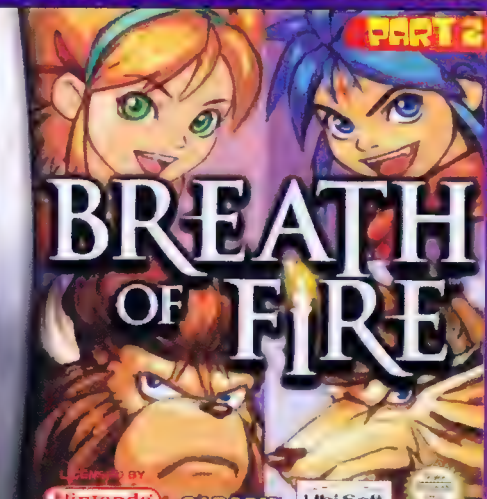
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INFINITE  
AMMOEXTRA  
CHARACTERSINFINITE  
HEALTHEXTRA  
VEHICLESALL  
WEAPONSINFINITE  
LIVES

# BATMAN VENGEANCE

## Passwords

2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15

GOTHAM  
BATMAN  
BRUCE  
WAYNE  
ROBIN  
DRAKE  
BULLOCK  
GRAYSON  
KYLE  
BATARANG  
GORDON  
CATWOMAN  
BATGIRL  
ALFRED



**Must Be On In!**  
8BD604D3BD3D786A  
0FE00CE47C525652

**Inf Batarangs**  
DD50B972C6A1443E

**Inf Smoke Pellets**  
5D3659A3D3D38263

**Inf First Aid**  
6644E4AA8406242

**Inf Batgrapple**  
8658477835064D77

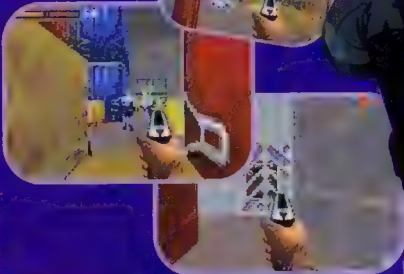
**Inf Time**  
B9ECD984A5D065F9

**GBX**

# ECKS VS SEVER

## Multipayer Codes

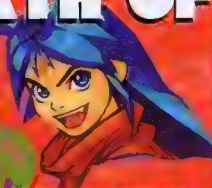
Vulnerable  
Vendetta  
Violate  
Voracious  
Vindicate  
Vesuvius



**GBX**

# BREATH OF FIRE

## PART 2



### Setting the Trap

check by the trap  
sister pointing you to  
the map. The map  
shows the right  
time polar in the sun  
room. The Sun  
room is the first in  
combat to produce  
the Code 1 and  
2.

**Setting the Tr**  
The Tr

When you start the  
game, the first thing  
you'll see is the  
map. The map shows  
the right time polar  
in the sun room.  
The Sun room is the  
first in combat to  
produce the Code 1  
and 2.

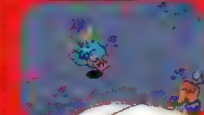
**Setting the Tr**  
The Tr

**Setting the Tr**  
The Tr

**GBX**

# BREATH OF FIRE

## PART 1



### Chun Li's Challenge

When you visit Bleak, go to the first level.  
He thinks he's a magician. He says, "Put a  
hundred coins on the table and I will  
make them disappear." Agree to his  
request and wait for him to  
say "Look behind you." Say "No"  
twice, then say "Yes." You should  
see Chun Li practicing her  
Lightning Kick.

**9999 Experience and 9999 Gold**  
Before battling Jade in Opelisk, he asks  
you if you want to join him. Answer "Yes"  
and whenever he asks you if you want to  
change your mind, answer "No." Do not  
push any buttons and he soon says, "En-  
tertain me!" After this, there's a  
battle scene. You fight a D.Flea, a Crab,  
a Flower, a G.Slime, and finally an M.Slime.  
Which, when defeated, gives you 9999  
experience and 9999 gold.

**GBX**



## ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.



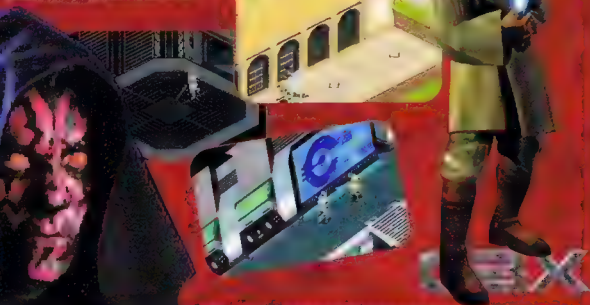


INFINITE  
AMMOEXTRA  
CHARACTERSINFINITE  
HEALTHEXTRA  
VEHICLESALL  
WEAPONSINFINITE  
LIVES

# STAR WARS: JEDI POWER BATTLES

Play on Dark Side!

Enter YNT3BV3 as a password.



# PAC-MAN COLLECTION

## Pac-Attack Passwords

1 ...STR  
2 ...HNM  
3 ...KST  
4 ...TRT  
5 ...MYX  
6 ...KHL  
7 ...RTS  
8 ...SKB  
9 ...HNT  
10 ...SRY  
11 ...YSK  
12 ...RCF  
13 ...HSM  
14 ...PWV  
15 ...MTN  
16 ...TKY  
17 ...ROH  
18 ...TNS  
19 ...YKM  
20 ...MWS  
21 ...KTY  
22 ...TYK  
23 ...SMM

24 ...NFL  
25 ...SRT  
26 ...KIT  
27 ...MOD  
28 ...CWD  
29 ...DRC  
30 ...WHT  
31 ...FLT  
32 ...SKM  
33 ...QTN  
34 ...SMN  
35 ...TGR  
36 ...WKR  
37 ...YYP  
38 ...SL5  
39 ...THD  
40 ...RMN  
41 ...CNK  
42 ...FRB  
43 ...MLR  
44 ...FRP  
45 ...SDB  
46 ...BOJ  
47 ...VSM  
48 ...ROY  
49 ...XPL

50 ...WLC  
51 ...TMF  
52 ...ONS  
53 ...GWR  
54 ...PLT  
55 ...KRW  
56 ...HRC  
57 ...RPN  
58 ...CNT  
59 ...BTI  
60 ...TMP  
61 ...MNS  
62 ...SWD  
63 ...LDM  
64 ...YST  
65 ...QTM  
66 ...BRP  
67 ...MRS  
68 ...PPS  
69 ...SWT  
70 ...WTM  
71 ...FST  
72 ...SLW  
73 ...XWF  
74 ...RGI  
75 ...SNC

76 ...BKP  
77 ...CRN  
78 ...XNT  
79 ...RNT  
80 ...BSK  
81 ...JWK  
82 ...GSN  
83 ...MMT  
84 ...DNK  
85 ...HPN  
86 ...DCR  
87 ...BNS  
88 ...SDC  
89 ...MRH  
90 ...BTF  
91 ...NSM  
92 ...QYZ

93 ...KTT  
94 ...FGS  
95 ...RRC  
96 ...YLW  
97 ...PNN  
98 ...SPR  
99 ...CHB  
100 ...LST



## ACTION REPLAY

Must Be On (M)

ED79D41BC0A3B0F

0D655E5E9A44FC81

PacMania (Lives)

8E947E3B03284A26

Pac-Man (Lives)

0AFCE25E2D1268F

Press Action

replay Button

for Slow Mode

7896079427667199

GBX

# HARRY POTTER AND THE PHILOSOPHER'S STONE

## Transfiguration spell:

Taught in transfiguration lesson. Gets rid of  
witches by turning them into birds.

## Defeating Troll:

Go to the troll's lair and use the troll's  
wand to defeat it. Use the troll's wand to  
defeat it. Use the troll's wand to defeat it.



## Defeating Voldemort:

After the challenge, you meet Quirrell in a  
room. Get him to destroy the four large pillars  
in the room. The best way is to stand behind  
them, wait until he shoots, then move

middle. He will walk to the top of the room  
and shoot at you. Use the mirror as a  
shield (it bounces his shots back at him).  
After awhile he will levitate rocks at you.  
Again, use the mirror as a shield. When  
he moves to the bottom of the  
room, keep the mirror between you  
and him. Shoot the mirror once with Filipendula  
and it will swing round and you can use  
it as a shield again. It will not be long before  
he is defeated.



GBX

# HARRY POTTER AND THE PHILOSOPHER'S STONE

## Alohomora spell:

Hermione teaches you this in the common  
room after Quiddich practice. It opens locked  
doors with pictures of stars on them.

## Expelliarmus spell:

Professor Quirrell teaches you this spell in  
your first lesson. It is a spell that shoots a ball  
of energy in a straight line. This  
spell can push  
objects, stun  
enemies or break  
containers.

## Flying spell:

Allows you to move some stones and statues.

## Hint: Lumos spell:

Lights the area for a few minutes.



## ACTION REPLAY

Must Be On (M)

276CE7F6EC863A7F

8651023780FB9257

Infinite Stamina

26559F2535CE42EC

4E1D163325EE6288

GBX

# SHREK! FAIRY TALE FREAKDOWN



Dungeon: YFSVGLXK

Swamp: TFCQWLSJ

Dark Forest: KDNBQKVY

Bridge: KWJYPXCC

Castle: YNNHLMBY

Thelonius Village: LRSVGLXK

## ACTION REPLAY

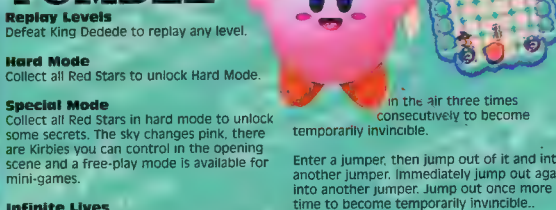
1 KH KO P2

910122C2

In Health P1

GBX

# KIRBY TILT 'N' TUMBLE



Replay Levels

Defeat King Dedede to replay any level.

## Hard Mode

Collect all Red Stars to unlock Hard Mode.

## Special Mode

Collect all Red Stars in hard mode to unlock  
some secrets. The sky changes pink, there  
are Kirbys you can control in the opening  
scene and a free-play mode is available for  
mini-games.

## Infinite Lives

When you start level 4-3, you see four  
Waddle-Dees walking around in a circle. Flip  
them and they turn into blue stars. Collect  
all four of them to earn a life. Repeat this  
as many times as needed to collect an  
unlimited number of lives.

## Invincibility

Set up a red bumper exactly vertical or  
horizontal with the bumper. Repeatedly roll  
into the bumper to become temporarily  
invincible.

Use the blue play power-up to get pushed.

## ACTION REPLAY

Infinite Lives

016392C1

916398C1

Have All

Recovered Stars

016393C1

Stop Timer

01036C1

Max Score

916398C1

916398C1

Infinite Health

91063C2

Start On Last

Level

911F94C1

GBX



SOLUTIONS • TIPS • PLAYER'S GUIDES

# XTREME solutions



## ECKS VS SEVER

### PART 1

Hot blasting action with the GBA's finest first-person shooter...



It scored an amazing 95% in Issue Six, and it's mega-tough. What better excuse could there be for a complete guide to Bam! Entertainment's Ecks Vs Sever? This month we take you through Jonathan Ecks' missions as he chases down rogue NSA agent Sever and unveils a conspiracy that threatens to plunge America's counter-espionage organisations into chaos. With Sever's missions covered next issue, you might complete the game before the film's even released!



## MISSION 1

### OBJECTIVE: Locate the laptop

1

■ You start outdoors in a street with fire hydrants and garage doors. Go forwards and then right down the alley to find a steel roll-up door guarded by a blue-shirted security guard. Shoot him twice to kill him, then pick up the key he drops. Open the door and enter.



2

■ You are now in a warehouse. Guards patrol the area. Shoot the fuel barrels opposite the entrance and use the cleared area to make strafing easier as you blast the guards between the gaps in the containers. When you're done, walk the small passage between the metal containers and the wall with

the entrance door. It ends with a ventilation grid - shoot it and get the body armour. Continue through the ventilation shaft to get to the area where the guards were, take the ammunition and shoot the barrels for a Colt M16A2, then go through the door. Make sure you've secured the area (ie. shot everybody) before leaving.



3

■ Open the door, take a step back and blast the guard standing right in front of you. Move swiftly down the corridor and shoot the guard hiding in an alcove about halfway down before going through the door directly opposite the one by which you entered.



4

■ Three guards are waiting on the other side of the door. Blast the fuel barrels to take out one straight away, then deal with the other two before entering. Go up the stairs and pick up the freebies on the walkway, then go through the doorway at the end and up the staircase. Strafe around corners so your weapon is always pointing into unseen areas - several guards await. At the end of the staircase, move into the right-hand room and dispose of the four guards. The barrels here are more of a trap than an asset - make sure you don't charge the guard in front of them and fire, blowing yourself up.



5

■ Grab the goodies, then go back the way you came, and take the left path from the stairs. Strafe past the entrance to a small room, shooting the guards inside, and also the one in the alley at the far end. The guards in the room die easy if you hit a fuel barrel. Grab the power-ups, then continue down the alley. You arrive back in the warehouse where you trashed the guards, but you're above ground level. Don't jump down into the warehouse - instead, press on and take out a few guards along the way. You reach a room with three FBI agents guarding your mission objective, the laptop. Take 'em out with one of the snazzy weapons you took off the guards - they're a lot tougher than their blue-shirted colleagues!

## MISSION 2

### PASSWORD: Extreme

### OBJECTIVE: Escape within three minutes

1

■ The key to this mission is unsurprisingly, speed. Lots of speed. Don't get drawn into long firefights with the guards - you've neither the time nor the ammo. If you can run past a guard and get away without getting into a scrap, so much the better. Be

careful, though. If you leave the wrong guard alive, you might find yourself trapped between two of them, taking flak from all directions. This is disastrous, so make sure guards standing in doorways and at corridor corners are always felled.



2

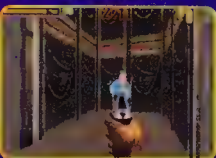
■ Starting in an alleyway, turn slightly to the right and run diagonally to the right turn. Run straight past the guard here and open the steel door. There's a guard in the next room - take him out before



proceeding through the next steel door (the drops pistol ammo). Keep going through the next few rooms, ignoring the FBI agents and ducking under the boxes as the thoroughfare narrows, until you get to the room with the lift.

3

■ Run into the lift and press B - the doors close and it lifts you to the next level. Turn around to check whether a baddie is in the lift with you - kill him if there is, then turn back to face the wall opposite the door by which you entered. This is the section that opens and releases you, into a first-floor room containing nothing but Jackhammer ammo.



4

■ There now follows a section where you have to weave through cardboard boxes. Your route is pretty well defined, but it's easy to get stuck if running too fast, so be sure your exit's clear before you leave a guard or FBI goon unkilld, ignore the weapons and ammo on top of the boxes - you don't need 'em, and time is of the essence.



5

■ In the next room are several foes guarding a half-open door. Run straight to the door, ignoring the enemies, and crouch down (press both shoulder buttons) to get through. You've completed the mission!





## MISSION 3

**PASSWORD: Excite**

**OBJECTIVES: Shoot Sever dead**

**Rendezvous with Mills**

**Get Deciphering Key 1**

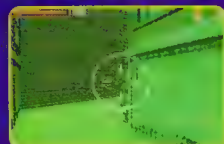
**1**

■ This is the first mission that presents serious difficulties. Sever is chucking grenades at you, and if they find their target, you're wiped. You

need to shoot her eight times before she's beaten, but whatever the mission objective says, don't expect to kill her - you won't.

**2**

■ Pick up the Sniper Rifle in the alley, then creep forwards until you see Sever in the open window, chucking grenades. **KEEP BACK!** Stand as far away as you can while keeping the window visible and switch to the Sniper Rifle, pressing A to access sniper mode and the



shoulder buttons to zoom in and out. You're out of her grenade range, so you can take your time. Remember, though, in sniper mode you can't move, so it's just as well. Shoot her for the easiest of hits and the steel barrier blocking the exit next to the window blows, allowing you to proceed with your pistol at the ready to deal with the goons guarding it. Strafe left and right to dodge their bullets, and when you reach the next open air section, you should have a Pancor Jackhammer.

## BEWARE OF BARRELS

Fuel barrels are both an asset and a liability. Blast one that's near an enemy, and the explosion could do your dirty work for you. Remember, though, they can do the same to you, so don't hang around too long near barrels.



## MISSION 4

**PASSWORD: Excavate**

**OBJECTIVES: Follow Sever. Don't lose her.**

**1**

■ It's impossible to keep Sever in your sights for the entire mission, but as long as she doesn't get too far ahead, you'll be okay. She tends to dawdle conveniently at certain points if you're a little

behind, and the route's pretty straightforward, so you won't lose your way. Don't expect her to wait for you forever, though you shouldn't run so fast you miss power-ups dropped by your felled foes.

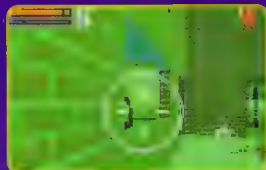
**3**

■ Stand on the right-hand side of the passage and creep forwards until you see another window on your left. Again, stay back as far as possible while keeping the window in full view. Unsurprisingly, Sever's there chucking grenades. Again, if you're far enough back, she can't touch you - switch to the Sniper Rifle and do your stuff.



**4**

■ Use the Jackhammer to deal with the first guard standing by the skip, then nose around the alley entrance and peep into the open area - use the sniper rifle to deal with the FBI guy. Sever's Window is to your left. Creep forwards with the wall on your back until you see about half her window. Switch to sniper, zoom in and take her out when she walks into your visible part of the window. Get



this just right and she won't throw at you. Shoot her three times to make her run, but due to a glitch in the program, she might stand uselessly in the doorway, never leaving. If this happens, you just have to restart the mission.

**2**

■ As you start in an alley, Sever flees. Chase her, killing the first two guards you see - one drops a Jackhammer. Follow her into the building - the Jackhammer makes short work of anyone not in armour. When you reach the room where a guard stands on a box in front of a window with a Venetian blind pulled down, kill him and stand on the box. Open the window with the B



button and Press both shoulder buttons and go through it. Shoot the guard on the balcony, pick up the Body Armour he drops and then go through the next window. Kill the guard, get the



Colt M16A2 and follow the only possible route,

blasting guards (they're one-shot kills with the Jackhammer).

**3**

■ You reach an outdoor area where you see Sever! She runs again. Follow her, taking out the enemies (including your first armoured foe - shoot him several times squarely in the chest) and she runs into a building through an open door. Follow her and you soon reach another window - open it and run along the walkway blasting the guard and



armoured SWAT agent. You now have a choice of two windows. The first one you reach is a distraction. Ignore it and enter the second, killing the two SWAT operatives. Follow the route to



the open area, killing baddies as you go. You eventually see a doorway labelled The Viper Lounge. Enter this to complete the stage.



## MISSION 5

**PASSWORD:** Excalibur

### OBJECTIVES:

Take out the SWAT teams  
Locate Deciphering Key 2.

1

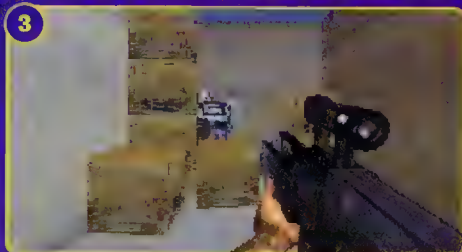
■ This level's tough - VERY tough. Expect to die several times before you complete it, even if you follow our tips to the letter.

2

■ From the beginning, shoot the guard behind the bar then run to the left - you see an opening in the far-left bit of the bar. Go in and walk through the area behind the bar, holding both shoulder buttons at all times, and pick up the HK G11 and ammo the guard dropped, then go back the way you came, still crawling. The room is rushed by SWATs. Leave the bar area



3



■ Go through the double doors opposite the bar, and strafe right - take out the SWAT in the boxes and pick up the health pack. Now creep back into the bar area, inching around the corner - another

SWAT team has arrived. Two, in fact - one to your right, one to your left. Use the same tactics as before - hit and hide. By the time you're finished, you're knee-deep in corpses.

4

■ Go through the door labelled Live Show and take out the two SWAT members there. They're not difficult if you strafe. Return to the bar, inching round the corner

and turn right for a short passage ending in a locker room with some useful arms and ammo. Now go back the way you came and hide behind the wall located behind the bar and counters. In other words, go back the way you came and do a U-turn just past the bar. Fight from behind this wall, appearing first one side, then the other, strafing into view



once more, and you see more SWATs have arrived, and they're getting hard to see among the bodies. Fight hard, and pick your targets. When you've finished, go back behind the counters to see a staircase that was previously closed off. Rush the two SWATs up the stairs, pick up the goodies and re-enter the main room.

5

■ Behind the counter area you see a room with a snooker table in it. Leave the building via this room and kill the SWATs in the left alcove. Proceed, killing SWATs as you go, to the window. Open it, go through and kill yet another SWAT. Keep running and blasting until you get to the ventilator cover. Shoot it, and crawl through (both shoulder buttons down) and you return to the Viper Lounge. Head for the Live Show door, then kill the two SWATs. One of them drops a key - grab it and use the blackened door to end this bloodbath.



## MISSION 6

**PASSWORD:** Extort

### OBJECTIVES:

Locate Sever and attempt to bring her down.

1

■ As soon as you start you see a SWAT with a Jackhammer. Bring him down with your pistol (!) by strafing, then grab his weapon. Strafe into unknown territories as you climb the stairs, as there's two SWATs in close proximity at the top and then another to the right. Go into the room behind the counter the SWAT guy was hiding behind and shoot the ventilator cover.



Crawl through and kill the SWAT at the other end from within the shaft. Grab his weapon and leave the room, turning left. In the room next door is a SWAT and Body Armour and a Health Kit. The room on the far left houses a SWAT carrying G11 ammo

2

■ Go back right and up the stairs to find yourself on the stage, with Sever in the audience area. Charge at her with your G11 going hell for leather. As long as you keep hitting her, she can't reply. Keep chasing and firing as she leaves, and she eventually blows some doors and



escapes. Follow her to end the mission, but make sure you're not caught in the blast as she blows the doors.



## RUDE GOOD HEALTH

If you're on full health and you find a Health Kit, you can't pick it up. Remember where it is, though - you might need to come back for it later.





## MISSION 7

**PASSWORD: Expire**

**OBJECTIVES:**

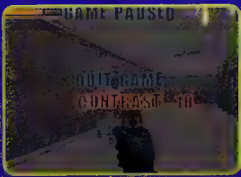
**Locate Deciphering Key 3.**

**Activate the lift switches.**

**Locate keys to the weapon storage lock-ups.**

**1**

First things first. Press Start to pause the game, choose the Contrast option and what it up to ten. This is a dark level (at least until you find the light switch), and increased contrast is pretty much essential.



**2**

From the start, rotate left and kill the guard. Pinch his Jackhammer, then kill the one behind him for ammo. Back in the lift room (where you started), go down the stairs in the far-left corner and move on until you reach a corridor with a SWAT in it. Kill him, then look ahead - see the other one in an alcove? Strafe up to him and fire when you see the whites of his eyes. He drops Thermo Goggles - great! You can see at last! Flick the lift switches behind



him, then strafe right and take out another SWAT. At the end of this corridor there's a couple of alcoves with a SWAT in each. Kill 'em for more goggles and a Health Kit, then look for the ventilator grille near the right alcove. There's a guard behind it - kill him now to save trouble later.

**3**

Go back to the lifts and enter the first one you reach. Turn left, then enter the room on the left and kill the guard and SWAT for ammo and a key.



**4**

Go into the third lift (the only one open) and, at the top, blast the SWAT for more goggles. Run into the first room you see and open the window, finger on trigger for the SWAT behind it. Go through the window and collect the key the SWAT dropped when you dropped him. Along the walkway, back in through a window, blast a SWAT and continue to the shower area. Strafe facing the showers - the first three hold goodies, the last one a SWAT. Collect the power-ups, then exit through the grille in the



shower that contained the SWAT. You land in the room where you shot the first guard, on the ledge with the Body Armour and Health Kit. Go back into the lift room (all closed), down the stairs, and into the corridor with two alcoves at the end. Go into the right alcove, and open the door (you now have the key). There's loads of goodies and

**5**

Enter the second lift and arm the Mini-Gun. As soon as the door opens (the opposite door to the one by which you entered, as always), fire. The two SWATs ahead of you didn't stand a chance. The first room on the left contains a SWAT and an inaccessible window. The first on the right holds a SWAT and a ventilator grille leading to an ammo-carrying SWAT via a health pack. Second door on the left holds a SWAT and a window. Go through and kill the SWAT on the balcony. You have a choice of two windows. The first one can't be opened, so use the second and access the window you saw in the first room.



**6**

Proceed to the far end of the corridor (opposite the lift) and clear the SWATs left and right. This part is a 'circular' corridor, so it doesn't matter which way you go, as long as you clear it of SWATs before going through the double doors into the blue corridor. Clear the SWATs left and right again, then enter the bedroom and topple the SWAT with the key. Leave through the window, then it's in through the next, and out the room. You find the centre section of the circular corridor is open, and you've a fight on your hands. Win it, and proceed forwards to find Deciphering Key 3 and a door. Behind the door is a lift switch - flick it.

**7**

Go back to the lift area and find lots of SWATs. It's hard to fight from out of the lift, and there are few places to hide. However, all you have to do to end the mission is run into the now-open fourth lift, so you may just want to make a run for it.

another door, behind which is a light switch. Flick it and return to the lifts.



## MISSION 8

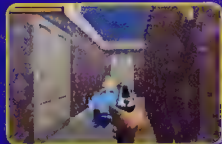
**PASSWORD: Exact**

**OBJECTIVES:**

**Activate the lift switches and escape.**

**1**

You MUST follow a set route at the start of this level. Through the door, left at the T-junction, last right. You see a guard with a Jackhammer and ammo. If you don't, you're in deep trouble - restart the mission and try again. Kill the guard and grab his weapon.



Turning to the right, strafe right - blast at the SWATs, then retreat and follow the corridor around to see more SWATs. Keep strafing, switching between the right route and the left route and take out the SWATs (it's actually one large group). Make your shots count - ammo is in short supply in this mission.



**2**

When they're dead, go back to the dead guard's body and stand facing the brown door (this is purely for orientation, so the tipster knows exactly where you're standing before continuing with the directions). Move forwards towards the door, turn right, then right again then go straight down the long

corridor, all the way to the end. Enter the blue bedroom, and shoot the guard, then turn and shoot the one in the next room before moving through. Be quick, as SWATs follow - don't get into a firefight, you haven't got the ammo. Move through the only way you can, then climb through the window.

**3**

After a short walkway is a room with a guard - blast him for a Health Kit and move through. Down the corridor after the room, take the first right and see the lift switch to the right. Flick it, face the way you came and strafe right - there are goons on your tail. When they're done, turn to the right and strafe left for the last of 'em, then it's into the bedroom. There's a SWAT with his back to you, run at him and fire as he



moves for a cheap kill. Go through the other door and fight your way back to the lifts, which are now loaded with SWATs. Kill them for a G11 and ammo, then enter the one on the right. As it opens, you're faced with more SWATs. Run at them, firing all the time, and jump off the gap in the roof. Don't worry about killing them all first - by now you're too badly off. Just get off the roof as quickly as you can, then enter the now-traditional half-open vertical door to end the mission.

**KEEP MOVING**

Stay on the move. If you're still, you're an easy target.





## MISSION 9

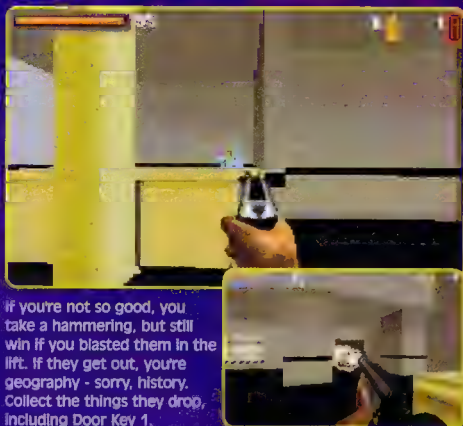
**PASSWORD: Exhale**

### OBJECTIVES:

**Locate the bunker passkey.  
Locate Deciphering Key 4.**

**1**

■ First things first. Blast the snot out of the security guard and steal his weapons. Press the button by his desk and turn and walk through the now-open giant door, clinging to the right-hand wall. As you reach the end, you see a guard behind the counter. Shoot him, then walk to the right end of the counter, and turn to face the lift on the right wall. Arm the Grenade Launcher. Inch back into the area once occupied by the guard, and as soon as the lift opens, fire grenades into it. If you're good, you can take out all three NSAs inside before they even know you're there.



If you're not so good, you take a hammering, but still win if you blasted them in the lift. If they get out, you're geography - sorry, history. Collect the things they drop, including Door Key 1.

**2**

■ Go back to where the guard was and collect his Deciphering Key 4 and G11, then enter the lift opposite. You need to press the button to summon it, and there's a Health Kit inside. Ride the lift up and blast the two NSAs waiting for you. Now, there are two doors on each side of



this corridor. In the first on either side, there's an NSA. Second-right holds two health kits, second-left some Grenade Launcher ammo. What order you plunder them depends on your state of health, but remember the NSAs can shoot from their rooms into the adjacent ones.

**3**

■ There's a nasty right ahead - he drops a Sniper Rifle when he falls. There are also two more in alcoves either side of the corridor. Try to fight them one at a time. After clearing the two side rooms (one NSA dude each), go to the end of the corridor and turn left - the other two

the opposite angle after it auto-closed, open again and do the same. Finally, do it again facing it full on. Now mop up the remains. Now go through the second door on the right and deal with the NSA. Return to the first door on the right for grenades,

before blasting the security guard through the window on the right (all sides based on your facing the way you entered the corridor). The doors on the left contain an NSA (drops a Health Kit) and the almost-useless Proximity Mines respectively.

**4**

■ Instead of going through the big door at the end of the corridor, use the door to the right of it to enter the guard's room. Grab the armour he dropped, then continue through the small doors through rooms full of containers and NSAs - and of

course, goodies! Strafe around every corner, and make your way to the next big corridor. The door straight ahead is the one you would have come through if you hadn't used the guard's room, so turn right into the hall.

**5**

■ As you get halfway down the corridor, the end door opens and there's an NSA after you. Blast him. Go to the end of the corridor and blast two NSAs through the window - easy when they're not facing you. Now go to the first door you passed on the left - inside are blue containers and a walkway holding Body Armour and a key. From the walkway you can take out an NSA through a window for an easy kill. Plunder the other two rooms for the Mini-Gun, among other things, then use the grille in the right-hand room. One ventilator branch takes you to Body Armour and a



Health Kit, the other to a room containing loads of goodies and the NSAs you shot earlier. Leave through either of the doors and go back down the lift to the lobby where you started.



## MISSION 10

**PASSWORD: Exhume**

### OBJECTIVES:

**Locate the mainframe terminal.  
Confront Sever for the last time.**

**1**

■ Hey, it must be Christmas - all those weapons without having to kill anyone for 'em. Collect the goodies, and open the door behind them. You see more Armour and two Health Kits ahead. Omnipotent. Turn 180 degrees, and walk backwards to the Armour - two doors open in



the wall, each containing a NSA operative. Kill them quickly and rob the place before moving through the next door.

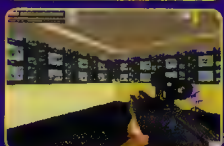
**3**

■ After the window, go into the room on the left, with lots of green and blue boxes. Shoot the NSA guy. Need health? Strafe left for tons! The ventilation grille behind the Health Kits leads to the goodie areas you saw from one of the side rooms earlier. The door between the green and blue containers leads to a meeting room. Kill the NSAs and grab Door Key 1, along,

doors are locked. Shoot the NSA from outside the room. Notice the window on your right - there are more of them in there. Grab the Jackhammer, walk right up to the window and crouch, rising and firing from different positions. It's a hard fight - stay on the move.



with any health Kits you need. The far room just contains Jackhammer ammo and the one on the right takes you back to the room with the big window. When you enter this room, use the door on the same wall as the window to



access a room with wall-to-wall monitors. Grab the goodies left behind when you deal with the NSAs there and go back the way you came until you reach the two doors that were locked earlier. If you're lost, that's through the door next to the window - you have the two locked doors ahead and to the left, and a corridor (the one you fought in earlier) to the right.



6

■ There are NSAs on the prow here - take 'em out, keeping on the move. Next to the staircase you first used to enter the lobby is a small door. Open it, shoot the guard and press the button to open the larger door next to it. Grab the Health kits and other goodies. Press the button beside the lift where you grenaded the three NSAs at the start of the level, and the lift to the left opens. Enter it for a free Health Kit and a ride upwards. Shoot the NSAs in front and to the right of you, as well as the guard on the right, then move right into the corridor. Enter the first door you see, clear the lecture hall of guards and a single NSA (not hard with the Mini-Gun) and leave through the door opposite. Turn right, then right again for a door in the left wall. If you can't find it, it's behind the wall directly opposite the monitors in the lecture hall. An NSA and another door later, you're faced with a choice of three doors.

7

■ First door on the left - kill the NSA and move behind the lockers for Door Key 3. Leave the middle door has opened - blast the shot out of the NSAs inside. Now there's only one door remaining, and behind it is an open plan-type office area. Enter if you're prepared to fight for some health. Return to the lobby again and use the small doors opposite the main entrance, the ones that wouldn't open without Door Key 3. Hint - as you leave the lift, they're on your right. Whichever you use, you're in a big room with lots of NSAs - strafe, and don't get caught in crossfire. There should be a door right opposite the ones you entered by, leading into the heart of the room. Go through and wait for the lift, which takes you to the exit.



## MANAGING YOUR HEALTHCARE



Health Kits give you 25 health points. There's no point collecting one if you're only five points below the maximum - instead, press on and tackle your next fight, then come back for it if more seriously wounded.

4

■ Go through the door to the left. There are three dead NSAs here - they're the ones you shot through the window. Grab the bits they dropped then use the small door at the far end of the room. There's lots of goodies and baddies among the containers - don't rush. Strafe around corners and take out foes one by one. Make sure you don't miss anything. When you get to the ventilation grille, go down the longest route first, kill the two NSAs for Door key 2 and a Grenade Launcher, then look through the window - it's an arms store with two NSAs. The small door leads to the grille you passed earlier, and a flight of stairs. Go up to return to the room with lots of monitors, or down to the arms store you saw earlier.

5

■ Go to the big door with a few steps in front of it, and ready the Mini-Gun. Take out the goon on the other side of the door and then roast the gang at the other end of the corridor with everything you've got. Now enter the second door on the right. There's a couple of foes and lots of containers. The grille leads to three booths, in the second of the side-rooms you saw right at the beginning. Go back out the way you came (not by the other door in the room). The door which is now to your left offers a corridor, the one opposite a short battle and a long crawl down a goodie-filled shaft to the mainframe room and Sever. Trap her in the corner with the mini-Gun and she can't fire back. After she's shot an inhuman number of times, she falls and gives you a message. Mission complete, and plot unlocked.

## MISSION 11

**PASSWORD: Exonerate**

**OBJECTIVES:**  
Locate Gant's hideout.

1

■ A very typical opening - in a warehouse with your back against a wall. Run forwards for the gun and ammo, then back again quickly. There's a couple of goons hiding in the shipping containers, so strafe and run. At least you get a G11 for your trouble. Behind the containers are a half-open door and an alley. The alley holds an NSA hiding behind a skip and some goodies, including lots of health.



2

■ Now crawl under the half-open door. Clear the warehouse in the usual strafing manner, then use the open doorway behind the blue containers. Between the two warehouses, there's an easily-missed alleyway leading to two NSAs and some goodies, including the Sniper Rifle. When you're fully armed, move into the next warehouse, it's another strafe-heavy slaughterfest - kill everyone there, then walk up the small flight of grey stairs to face a mega-tough NSA elite. Keep



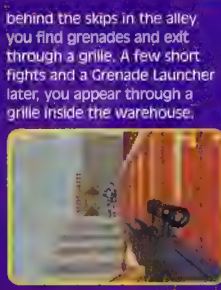
blasting it and don't let up. Move on to yet another warehouse and another NSA elite with a Grenade Launcher. The way out is a partially-hidden grey doorway between a red and a blue container, leading to an alley with NSAs and skips, and then another warehouse. If you throw yourself down a rubbish chute

3

■ Deal with this latest warehouse in the usual manner, then move to the top-right corner to find the steps onto a walkway that takes you out and onto a bridge. Near here there's a grille that's too high to reach - that's where you emerge if you used the rubbish chute.

4

■ After a serious firefight on the bridge, you reach another warehouse. The exit is right ahead, and you won't miss much if you just go for it. This leads to the last warehouse, and it's filled with NSAs and elites. Deal with them, then head for the exit in the corner of the room - it can be hard to find, so it's best to finish off the foes first. After that, you find two enemies guarding a half-open door. Topple them and crouch through and the level is yours.



## MISSION 12

**PASSWORD: Expel**

**OBJECTIVES:**  
Waste the NSA agents and put an end to Gant!

1

■ In this room, you meet the final baddie, Gant. He's in the centre on his own little platform. Around the edges of the room is your walkway, with lots of goodies scattered around. Unfortunately, there are also lots of baddies guarding them. In the left corner are security guards sitting on Health Kits, ammo and a Pancor Jackhammer. As you start with a pistol, this is your first port of call.



3

■ How you tackle Gant is up to you, but remember he's VERY hard to beat. Either take him out at a distance, or charge at him all guns blazing. The former is safer but slow - you might just get careless and make a mistake. The latter is

2

■ Elsewhere on the edges of the room, FBI agents guard Health Kits, ammo and a Colt M16A1. SWATs cover Health Kits, ammo and an Ingram and NSA operatives and elites cover just about everything else. Armour and health Kits litter the room. One major point, though - the goodies respawn, but the enemies also restock, specifically from doorways behind their position. You can't kill the critters once and expect an easy power-up later. Satisfying, but very risky. The oil barrels on this platform are a useful target, but only if he's near the one you aim for - don't waste them. Kill Gant and you've beaten the game.



# Harry Potter

AND  
THE  
PHILOSOPHER'S  
STONE

## (Advance version) Part 1

We've all heard of Harry Potter. And we all love our GBAs. Putting two and two together, it's safe to imagine many of you are wrestling with the magical extravaganza that's the Harry Potter game. Wrestle no more; help is at hand in the shape of one of our famous walkthroughs. The game opens with a bewildered Harry standing outside Hogwarts's Castle, so that is where we start too...

The game follows the plot of the book quite closely, so if you've read it, you may find it of help. On entering Hogwarts, ignore the lower floors and Peeves the poltergeist, and proceed directly to Floor Three where you meet Ron. He takes you

to the Defence against the Dark Arts classroom, where you learn your first spell, the Flipendo Jinx. Follow Professor Quirrell's movements with the directional keys; learn the second and third routines for additional House Points.



## 1 THE FLIPENDO CHALLENGE

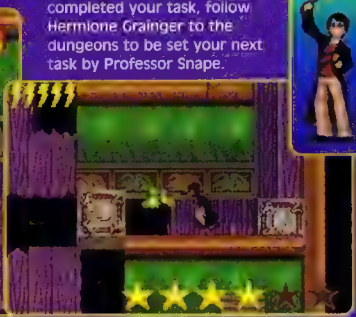


■ You must find five gold stars. First go forward and left to a dead end. Flipendo the shield to turn a bridge. Go back and right and push the barrel using Flipendo a few times, then go forward to get your first star. Keep

going left to the two gold gnomes, jinx them and collect the second star from the room behind them. Go forward and left through the new opened door to find the third star, then bridge the chasms by jinxing the marked blocks to clear the way to get the fourth. Having crossed the chasms you find a bookcase. All the bookcases have jellybeans on top, which provide energy. To collect them, stand in front of the bookcase and press Up. The fifth star is in the next



doorway, so having completed your task, follow Hermione Granger to the dungeons to be set your next task by Professor Snape.



## 2 FIND THE GLASS VIALS

■ Breaking the three pots on your left uncovers the first vial. Turn right and enable the bridge using Flipendo. Using the grey pressure plate in front of you, open one of the portcullises, go through and across the bridge then release three gnomes and knock them out to let you



get at the second vial. Activate the pressure plate and head back to the initial portcullises. Entering the second one, use Flipendo to manoeuvre barrels onto each of the pressure plates and break the two clay pots for the third vial. Head through



the most recent opened portcullis for more pressure plate tricks which allows you to obtain the fourth vial. The third and final portcullis in the first room is open so head back to it. Flipendo the blocks and the switch, and then break the four clay pots for the fifth vial. A door has

opened to the south so make your way along the path, sort those pesky gnomes out and hey presto, the last vial is yours. Having collected all six, beat a hasty retreat to your potions class, where Snape gives you an assignment to find the Wiggeweld potion ingredients.



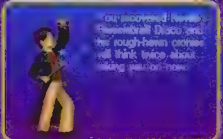


## 3 DITTANY

■ This resembles a small brown mushroom. Ron sends you to Hagrid to ask for his help. Getting to Hagrid's hut can be a bit tricky. Avoid the mushrooms and the mud, knock the gnomes out swiftly and use the trusty Filpendo jinx to take care of thorny bushes, and to push logs into their required positions. Bear in mind thorny bushes fire out thorns (unsurprisingly) when you hit them, so be careful where you're standing. The Dittany is at the back of Hagrid's, which is awkward to reach. On your left, Filpendo the white plant onto the pressure plate, then walk across the moving bridge. Sort out the gnome and push the next white plant onto one of the three pressure plates. The next white plant needs to be hit from the left to start it rolling. Clear a path until it comes to rest by a chasm. Fire across the chasm from the left until it's close enough to the log to enable you to push it downwards. There's another



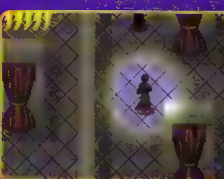
bush and a Filpendo block to clear but soon you can get the plant onto the second pressure plate. Go left, knock out a gnome and activate the moving platform. Walk across. There's a chocolate frog in the left bush. Continue down until you reach the third plant, which lies across another chasm. Hit it from the left then double back and move a block across the chasm having, of course, destroyed the bushes and gnomes that might have obstructed the plant's path. Tease the final plant into position on the pressure plate, and you can cross the big gap on the activated platforms. On the other side is the Dittany, as well as a bag of jellybeans for your trouble. Take it back to the entrance of the garden and meet up with Ron.



The next part of the game involves a simple flying game, as you try to reclaim Neville's Remembrall, stolen by the evil Draco Malfoy. He challenges you to a Wizard's duel. First head back to the Common Room, grabbing the Alohomora spell, which opens doors for you. Save the game, then head to the Trophy room, staying well out of the way of prefects. If they enter the circle of light that encircles you, you lose House Points. Make good use of the Alohomora spell to open doors; firing it at a mirror also reveals a secret door. Having reached the trophy room, you find yourself stitched up, and the next stage becomes a challenge to get back to the Common Room avoiding Professor Snape.



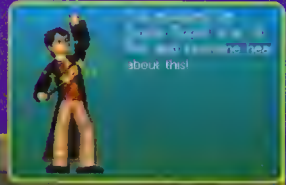
## 4 SNAPE



■ Head up through the mirror and through the next room. Head up then smash the pot and enable the switch. Across the moving bridge, head up and right to a pressure plate. This enables another bridge, but expect Snape to make an appearance. At first, hide until he walks off, then follow him across the bridge until you reach a corridor. Hide in one of the niches, wait for him to stop patrolling, then cross the first of two chasms using the Filpendo blocks. Hide again as he makes a reappearance, then take the left-hand path at the fork. When you reach a room full of clay pots, move the block on the furthest right, and smash the pot. Another block appears. Move it and head back across the corridor, hiding when necessary. You're faced



with three locked doors. By opening the middle, then the left and right doors you can move the blocks to allow you to escape through the middle door. Head to the left of the stairs and use the secret bookcase to get back to the Common Room, where you are greeted as a hero!



## 5 MOLY



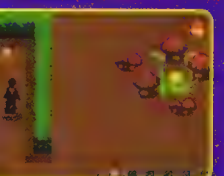
■ In Greenhouse Number One, you find the quaintly named Professor Sprout who sends you to find some Moly, the second ingredient. Head left and dispose of the snails with three hits each. Follow the grey road, avoiding the cracks until you



reach a locked door. Using Alohomora, enter it and claim the first piece of Moly. Heading down across a bridge, and a block you come to a pit with three bridges. Hustle the



doxies into the green monster and get the Moly on the left. Head up and activate the pressure plate. Heading right onto another path, take the second bushy path and pick up



yet another piece of Moly. It's time to get back to Professor Sprout. Use Filpendo across the wall to get the three Puffapods onto the pressure plate. A portcullis opens and more Moles revealed. Head back to the middle of the three bookshelves to claim the penultimate piece, before retracing your steps to the room with the three bridges, which have now



become one. Cross them and get through a Quidditch match before going back to the Castle where your next challenge is a battle with a troll.





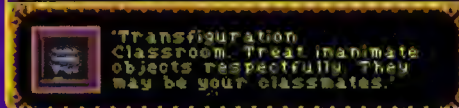
## 6 TROLL IN THE DUNGEONS!

■ This is fairly easy. Head left of the dungeon and wait there until the troll stops swinging and lifts up his hands to roar. When this happens, hit him with your Flipendo jinx and try to force him into the largest hole. Once he's in, there's no

escape, but avoid falling in yourself. It may take a few goes, but it's worth 50 House Points, and gets you a few brownie points from Hermione into the bargain

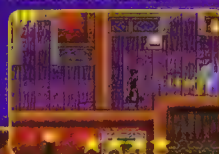


## 7 AVIFORS



■ The Avifors challenge involves using the Avifors spell to turn objects into birds. These release pressure plates, which open doors and suchlike. Collect six golden stars. It's one of the easier challenges. The Doxies in the first room should be fed to

the monster, but with the exception of a couple of gnomes, there's not much else to trouble you. Use Avifors to open new doors and Flipendo to move the blocks. Once you return to the beginning with six stars you have a visit from your owl who despatches you to Hagrid's hut to collect the Flobberworm Mucus.



## 8 FLOBBERWORM MUCUS

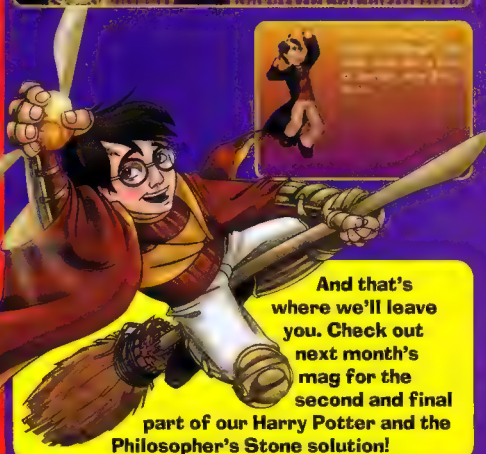
■ Hermione and Hagrid extract the mucus from the worms. All you do is charm them back to Hagrid with your magic flute. Unfortunately they're particularly stupid creatures and getting them back in one piece can be quite a trial. The first worm is in the mushroom patch across the moving bridge to your right. Once you get close enough with your flute he follows you, so get him past the Tentacular, and across the platform to Hagrid. The second is downwards from the left-hand moving bridge, whilst the third is on the right-hand side. You need to activate a pressure pad bridge to bring him back. The fourth is across the right-hand platform, sitting on a



little wooden bridge. Continue south with this worm and you find yourself on a shortcut back to Hagrid. Head back up through the shortcut to find the final two worms in the north of the grounds. The last one needs to be guided across two moving platforms



which requires a certain amount of practice. Once the worms are home, it's time for Hermione to perform the Mucus extraction whilst you prepare yourself to learn the Lumos spell.





# ON THE SHELVES



Our monthly round-up of almost every game on the Game Boy scene...

# GAME BOY ADVANCE

**A > Advance Wars** ..... .91%  
A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

**Alienators: Evolution Continues** .79%  
Nicely presented platform shooter with loads of weapons, but devastatingly unoriginal.

**Army Men Advance** ..... .73%  
A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

**B > BackTrack** ..... .82%  
Limited in one-player, but in multiplayer mode it really comes into its own.

**Barmen Vengeance** ..... .85%  
Old-school action game with great graphics and diverse game modes. Well worth a look.

**Bomberman Tournament** ..... .92%  
Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.

**Boxing Fever** ..... .84%  
Own-eye perspective fight game that plays really well. Cartoonish and humorous.

**Breath of Fire** ..... .90%  
Sizzling conversion of one of the best RPGs on the SNES. No longer cutting-edge, though.

**C > Casper** ..... .80%  
Ghostly save-'em-up in the Steepwalker mould. Great fun, but incredibly tough at times.

**Castlevania: Circle of the Moon** ..... .79%  
As good as any Castlevania game, but fails to take the series forward.

**ChuChu Rocket** ..... .91%  
Fantastic multiplayer rodent-catching puzzler which works well on your own too.

**Creatures** ..... .78%  
Tamagotchi-style life simulator with attitude. Clever, but not for everyone.

**D > David Beckham Soccer** ..... .66%  
The lad done good, like, but not, yknow, great. Still, erm, room for a top GBA footy game.

**Denki Blocks!** ..... .92%  
Astounding puzzler that emphasises brainpower rather than co-ordination. A true GBA classic and no mistake.

**Dexter's Lab: Deasaster Strikes** ..... .89%  
Pseudo-3D action puzzler. Faithful to the cartoon and great lastability.

**Disney's Atlantis: The Lost Empire** ..... .48%  
A great game engine, with gameplay as an afterthought. So workmanlike its jeans hang over its bum.

**Driven** ..... .90%  
Thrilling indy car-style game which follows the movie's plot far closer than you'd expect.

**Donald Duck Advance** ..... .80%  
Colourful platformer for the younger gamer. Fun to play, but undemanding.

**Doom** ..... .88%  
A fine conversion of the PC hit, but overshadowed by the superior Ecks Vs Sever.

**E > Earthworm Jim** ..... .70%  
This whacked-out platformer from the SNES features some of the weirdest humour ever.

**Ecks Vs Sever** ..... .95%  
An amazing first-person blaster with stealth, action, sniping and more.

**ESPN Final Round Golf** ..... .66%  
Fun for a while, but needs to decide whether it wants to be a serious sim or an arcadey knock-around.

**ESPN X-Games Skateboarding** ..... .66%  
Bravely takes on the classic Tony Hawk's, but loses. Woeful! Park Mode doesn't help.

**ET The Extra Terrestrial** ..... .53%  
Boring arcade adventure that will only appeal to very young fans of the film.

**European Super League** ..... .30%  
The Advance's woeful footy legacy continues with this terrible effort. Third Division.

**F > F-14 Tomcat** ..... .82%  
A flight sim on the GBA? Yes it is, and a good one too. Great link-up dogfighting mode adds to the longevity.

**F-Zero: Maximum Velocity** ..... .93%  
Brilliant racing action, brought to life with superb opponent AI.

**Final Fight One** ..... .69%  
This scrolling beat-'em-up is looking dated. Walk up to a baddie and bait him until he falls.

**Fire Pro Wrestling** ..... .82%  
In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas.

**Fortress** ..... .62%  
A brave but misguided attempt to update the classic Tetris gameplay. Fun at first, but too repetitive.

**Frogger's Adventures: Temple of the Frog** ..... .74%  
Useful update of the old Atari game. Preserves feel and atmosphere of the original.

**G > Golden Sun** ..... .94%  
One of the greatest 2D role-players ever. Sizzling storyline and incredible special effects.

**Gradius Advance** ..... .92%  
The ever-popular Gradius series debuts on the GBA with this all-original blaster.

**GT Advance** ..... .66%  
A game of two halves. Brilliant depth and sense of progress, average racing.

**GT Championship** ..... .82%  
An into-the-screen racer that shows what the GBA can do, but it's not the classic driver were all waiting for.

**H > Harry Potter and the Philosopher's Stone** ..... .90%  
Superb arcade adventure which perfectly captures the spirit of Hogwarts' finest.

**High Heat Major League Baseball 2002** ..... .87%  
Fluid animation and a great learning curve make this one a surprise hit.

**Hot Potato!** ..... .83%  
Scrolling puzzler where you match coloured potatoes to make them disappear. Works really well too.

**Hot Wheels Burnin' Rubber** ..... .8%  
Woeful graphics, lousy driving model, stupid opponent AI - need we go on? A disaster.

**Inspector Gadget** ..... .84%  
A worthy cartoon platformer with lots of character and features. Good graphics too.

**I > Iridium 3D** ..... .37%  
As a programmers' demo it shows what the Advance can do, but they forgot to put the game in.

**International Karate Advanced** ..... .87%  
Beat-'em-up where three characters fight at once. Pity only one can be human...

**International Superstar Soccer** ..... .55%  
A very disappointing footie sim. Its clumsy controls never feel quite right.

**J > Jackie Chan Adventures** ..... .72%  
Scrolling fighter that's well put together but hardly original. Based on the cartoon.

**Jurassic Park III: Dino Attack** .75%  
Interesting isometric arcade adventure, but nothing Earth-shattering.

**Jurassic Park III: DNA Factor** 38%  
Absolutely useless run-along with appalling graphics and animation, and gameplay that's extinct.





**Jurassic Park III: Park Builder** 76%  
Great strategy game in the Theme Park mould, but flaws like lack of scenario modes let it down.

## K >

**Kao the Kangaroo** ..... 79%  
A competent and well produced platformer, but it won't worry Mario or Warrio.

**Klonoa: Empire of Dreams** ..... 82%  
Puzzle-orientated platformer with incredible level design. It's huge too.

**Konami Crazy Racers** ..... 81%  
This Mario Kart rip-off works well, but you need more than one copy to multiplayer.

**Kuru Kuru Kururin** ..... 91%  
Terrifyingly tricky, but tantalisingly taxing, this pristine puzzlers a peach.



## L >

**Lady Sia** ..... 88%  
Cartoon platformer - nothing original, but executed with panache and flair. Great graphics and level design.

**LEGO Blonide** ..... 68%  
LEGO's Jack-of-trades approach means Blonide is a master of none, but it's fun in its own right.

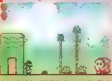
**Lego Island 2: Brickster's Revenge** ..... 70%  
Kiddie RPG that's fun at first, but quickly becomes monotonous.

**LEGO Racers 2** ..... 79%  
The game's RPG elements (yes, RPG elements) let it down. Mario Kart Super Circuit is still king.

## M >

**M&Ms Fun Blast** ..... 61%  
Mediocre platform game with little wrong with it, but not much to commend it either.

**Mario Advance** ..... 90%  
Not the blockbuster we hoped for, but still a great game in its own right.



**Mario Kart Super Circuit** ..... 93%  
One of the greatest racers ever explodes onto the Advance. Mixes the best elements from Mario Kart on the SNES and on the N64.

**Mesh Platoon** ..... 81%  
The Advance's first real-time strategy game is polished, but imperfect. Very challenging.

**Megaton Bomb Network** ..... 89%  
Looks great and plays really well. This action RPG is a return to form for Megaman.

**Men in Black: The Series** ..... 38%  
Awkward, tedious, insipid, dated - this platform blaster's a complete waste of money.

**Midnight Club Street Racing** ..... 65%  
Top-down racer that moves to fast to let you anticipate the bends. Very poor effort.

**Midway's Greatest Arcade Hits** ..... 40%  
Defender, Junior, Robotron 2084, Sinistar. Four old classics isn't enough for £35.

**Mr Driller 2** ..... 58%  
The sound reminds you of vacuum cleaners, the tracks all look the same and the racing second rate.

**MX 2002** ..... 63%  
The sound reminds you of vacuum cleaners, the tracks all look the same and the racing second rate.

## N >

**Namco Museum** ..... 50%  
Retro compilations look good on paper, but who plays them for more than five minutes?

**No Rules Get Phat** ..... 42%  
Quite an interesting concept (skateboarding platform blasting), but weak controls choke it.

## P >

## P >

**Pac-Man Collection** ..... 69%  
Four Pac-Man games on one cart. Historical notes would've been nice.

**Pinobee: Wings of Adventure** 56%  
A mediocre platformer that tries, and fails, to be another Rayman.

**Pitfall: The Mayan Adventure** 72%  
Great graphics and animation, but ultimately this platformer is merely better than average.

**Phalanx** ..... 83%  
Side-scrolling blaster from the old school. Only action junkies need apply.

**Planet Monsters** ..... 79%  
A surprise hit in the office. Simple Pengo-inspired action, but great fun to play.

**Planet of the Apes** ..... 18%  
Over-ambitious character animation and bland level design destroy this ugly platformer.

**Powerpuff Girls: Mojo Jojo-a-Gogo** ..... 46%  
Not the greatest side-scrolling blaster, despite being faithful to the cartoon. Awkward and bland.

**Prehistorik Man** ..... 56%  
No one minds really great SNES coming to the Advance, but why port this mediocre platformer?

**Power Rangers: Time Force** ..... 63%  
Great graphics and animation, but only average gameplay. Too easy to boot.

## R >

## R >

**Rampage Puzzle Attack** ..... 80%  
A fun puzzler which has nothing to do with the Rampage series whatsoever.

**Rayman Advance** ..... 94%  
This is the best launch title on the Advance. A superb conversion of the PlayStation hit.

**Razor Freestyle Scooter** ..... 55%  
Cartoony Tony Hawk's clone which doesn't really cut the mustard.

**Ready 2 Rumble Boxing: Round 2** ..... 23%  
The Advance's lowest blow. Fist speed is stupidly slow and the perspectives awful.

**Robot Wars Advanced Destruction** ..... 25%  
Woefully unplayable disaster you can complete in ten minutes flat. Don't buy it.

**Rocket Power: The Dream Scheme** ..... 72%  
Solid if unoriginal platformer. Nothing outstanding, but perfectly playable.

**Rugrats: Castle Capers** ..... 51%  
A very ordinary platformer. It's not a bad game, but it's very middle-of-the-road.

## S >

**Scooby Doo and the Cyber Chase** ..... 64%  
Not so much bad as terminally mediocre. There are much better action adventures out there.

**Sean Palmer's Pro Boarder** ..... 81%  
Not just a Hawk's clone; there's plenty here that's original. Good race mode.

**Snood** ..... 59%  
Fun to play, but there's very little to it. Not worth buying, unless you find it cheap.

**Spider-Man: Mysterio's Menace** ..... 87%  
What it lacks in originality, it makes up for in style.

**Spongebob Squarepants: Supersponge** ..... 83%  
Cartoon-style platformer for the younger gamer. Fun, but lacking in variety.

**Spyro: Season of Ice** ..... 78%  
A strong pseudo-3D platformer let down by some silly flaws.

**Star Wars: Jedi Power Battles** 87%  
Well presented and bags to see. Superb scrolling fighter with ace animation.

**Steven Gerrard's Total Soccer 2002** ..... 55%  
Could've been a great old-style soccer sim, but let down by a stupid bug.

**Super Bust-a-Move** ..... 81%  
Classic Bust-a-Move action, no more, no less. It's gagging for a four-player mode, though.

**Super Dodge Ball Advance** ..... 79%  
The NES version was a cult classic, and while this doesn't quite live up to it, it's not a bad ball-flinger.

## T >

**Super Street Fighter II Turbo Revival** ..... 90%  
The ultimate version of Street Fighter II. Spectacular conversion of the fighting game that made beat-'em-up history.

## T >

**Tang Tang** ..... 42%  
Woeful puzzler with a control system that makes very little sense. Very weak effort.

**Tetris Worlds** ..... 70%  
What's there's good, but with no battery back-up and no four-player action, it's not enough.

**Tony Hawk's Pro Skater 2** ..... 93%  
Stunning visuals, precision controls, variety - it's got the lot! A real classic, and one of the best launch titles.

**Twenty and the Magic Gems** ..... 46%  
Sub-games variable in quality, and boardgame theme bores.

## U >

## V >

## W >

**Warrior Land 4** ..... 96%  
Check the score. Fantastic platformer set in Mario's world. Exclusive to the Advance!

**WWF: The Road to WrestleMania** ..... 52%  
Mediocre bone-bender with average graphics and not much wasslin' action.

## X >

**X-Men: Reign of Apocalypse** ..... 30%  
Disastrous scrolling fighter you can complete on your first attempt. Stick to the comics.

## Y >

## Z >

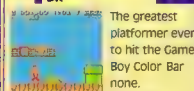


# GAME BOY COLOR

## PLATFORM GAMES

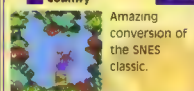


### 1 Super Mario Bros DX 98.



The greatest platformer ever to hit the Game Boy Color. Bar none.

### 2 Donkey Kong Country 98.



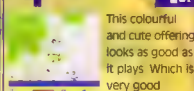
Amazing conversion of the SNES classic.

### 3 Wario Land III 94.



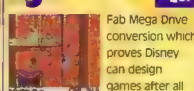
Sizzling platformer starring Mario's evil alter-ego.

### 4 Rayman 91.



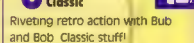
This colourful and cute offering looks as good as it plays. Which is very good.

### 5 Disney's Aladdin 91.



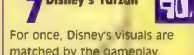
Fab Mega Drive conversion which proves Disney can design games after all.

### 6 Bubble Bobble Classic 90.



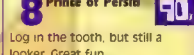
Riveting retro action with Bub and Bob. Classic stuff!

### 7 Disney's Tarzan 90.



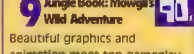
For once, Disney's visuals are matched by the gameplay.

### 8 Prince of Persia 90.



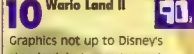
Log in the tooth, but still a looker. Great fun.

### 9 Jungle Book: Mowgli's Wild Adventure 90.



Beautiful graphics and animation meet top gameplay.

### 10 Wario Land II 90.

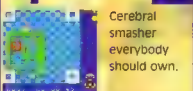


Graphics not up to Disney's standard, but game's great.

## PUZZLE GAMES

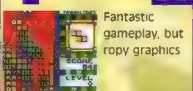


### 1 Denki Blocks! 90.



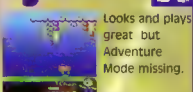
Cerebral smasher everybody should own.

### 2 Tetris DX 89.



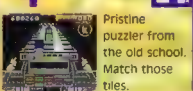
Fantastic gameplay, but rropy graphics.

### 3 Pop N' Pop 89.



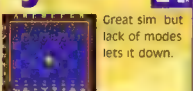
Looks and plays great but Adventure Mode missing.

### 4 Klax 89.



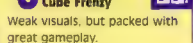
Pristine puzzler from the old school. Match those tiles.

### 5 Chessmaster, The 89.



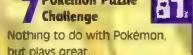
Great sim, but lack of modes lets it down.

### 6 Hello Kitty's Cube Frenzy 88.



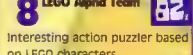
Weak visuals, but packed with great gameplay.

### 7 Pokémon Puzzle Challenge 87.



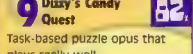
Nothing to do with Pokémon, but plays great.

### 8 LEGO Alpha Team 82.



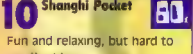
Interesting action puzzler based on LEGO characters.

### 9 Dixy's Candy Quest 82.



Task-based puzzle opus that plays really well.

### 10 Shanghai Pocket 80.

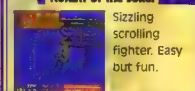


Fun and relaxing, but hard to see the tiles.

## BEST-YH-UPS

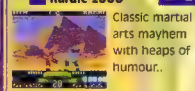


### 1 Batman OT: Return of the Joker 90.



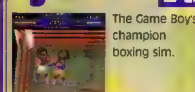
Sizzling scrolling fighter. Easy but fun.

### 2 International Karate 2000 89.



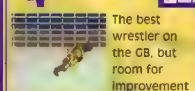
Classic martial arts mayhem with heaps of humour.

### 3 Knockout Kings 89.



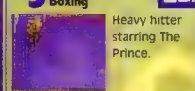
The Game Boys champion boxing sim.

### 4 WWF Attitude 86.



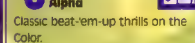
The best wrestler on the GB, but room for improvement.

### 5 Prince Naseem Boxing 85.



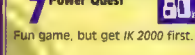
Heavy hitter starring The Prince.

### 6 Street Fighter Alpha 80.



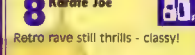
Classic beat-'em-up thrills on the Color.

### 7 Power Quest 80.



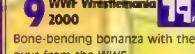
Fun game, but get it 2000 first.

### 8 Karate Joe 80.



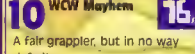
Retro rave still thrills - classy!

### 9 WWF Wrestlemania 2000 79.



Bone-bending bonanza with the guys from the WWF.

### 10 WCW Mayhem 76.

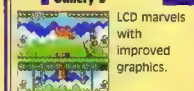


A fair grappler, but in no way definitive.

## COMPILATIONS

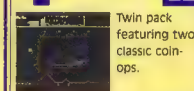


### 1 Game and Watch Gallery 3 90.



LCD marvels with improved graphics.

### 2 Joust/Defender 88.



Twin pack featuring two classic coin-ops.

### 3 Game and Watch Gallery 2 88.



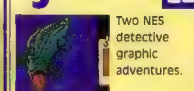
More LCD marvels with improved graphics.

### 4 Konami Classics Vol. 2 80.



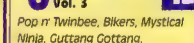
Parodius, Block Game, Track & Field, Frogger.

### 5 Déjà Vu I & II 80.



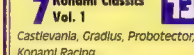
Two NES detective graphic adventures.

### 6 Konami Classics Vol. 3 75.



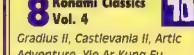
Pop n' Twinbee, Bikers, Mystical Ninja, Gutsang Gotsang.

### 7 Konami Classics Vol. 1 73.



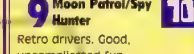
Castlevania, Gradius, Protobector, Konami Racing.

### 8 Konami Classics Vol. 4 70.



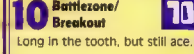
Gradius II, Castlevania II, Artic Adventure, Yie Ar Kung Fu.

### 9 Moon Patrol/Spy Hunter 70.



Retro drivers. Good, uncomplicated fun.

### 10 Battlezone/Breakout 70.



Long in the tooth, but still ace.

# UP TO THE MINUTE!

## LAST ISSUE'S GAME BOY COLOR GAMES RATED...

### Antz World Sports

Multi-event sports sim. Good looking and great gameplay, but V-E-R-Y repetitive.



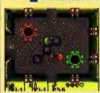
52.



## RPGs



### 1 Zelda: Link's Awakening DX 98.



Is this the greatest GBC game ever?

### 2 Pokémon Yellow 96.



Gotta catch 'em all! Special version of Blue/Red.

### 3 Dalkatona 93.



Real-time RPG in the Zelda mould.

### 4 Zelda: Ocarina of Seasons/Ages 90.



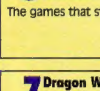
Two games which link together. Fantastic!

### 5 Harvest Moon 2 90.



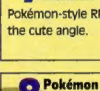
RPG based on farming? Surprisingly good.

### 6 Pokémon Red/Blue 90.



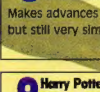
The games that started the craze.

### 7 Dragon Warrior Monsters 90.



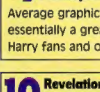
Pokémon-style RPG which drops the cute angle.

### 8 Pokémon Gold/Silver 90.



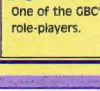
Makes advances over Red/Blue, but still very similar.

### 9 Harry Potter and the Philosopher's Stone 90.



Average graphics mask what is essentially a great RPG. For Harry fans and others alike.

### 10 Revelations: The Demon Slayer 90.



One of the GBC's best pure role-players.

### Harry Potter and the Philosopher's Stone

Average graphics mask what is essentially a great RPG. For Harry fans and others alike.



## DRIVING GAMES



### 1 TOCA 96.



Solid GT-class driver – tough but fair.

### 2 Micro Machines V3 93.



Spectacular racer featuring tiny vehicles.

### 3 Micro Machines 1&2 Twin Turbo 90.



Race mini motors over desks, dinner tables and more.

### 4 Dukes of Hazard: Racing for Home 90.



Really cool mission-based action driver.

### 5 F1 Championship Season 2000 89.



The best (and only decent!) F1 sim on the Color.

### 6 Wacky Races 89.



One of the few into-the-screen racers that really works.

### 7 Driver 88.



Top-down getaway game. You play a cop.

### 8 Top Gear: Rally 2 87.



Fast, slick, action-packed – a great driver.

### 9 Star Wars Ep 1: Racer 86.



Ultra-fast racing and a well balanced learning curve.

### 10 Jeremy McGrath Supercross 2000 85.



Lousy colour scheme, but a great racer.

## SPORTS SIMS



### 1 Mario Golf 96.



Puts the fun back into golf. Links with the N64 game.

### 2 Mario Tennis 94.



Tennis with character development and N64 compatibility.

### 3 Road Champs 93.



BMX stunt outing with great controls.

### 4 Dave Mirra Freestyle BMX 93.



Looks good, plays well, feels right – stunt perfection!

### 5 O'Leary Manager 2000 92.



Arcade and management elements perfectly fused.

### 6 Carl Lewis Athletics 90.



The ultimate multi-event athletics game.

### 7 Pocket Soccer 90.



American-style five-a-side soccer sim.

### 8 David O'Leary Total Soccer 88.



Great routine game licensed from Leeds manager.

### 9 Pro Pool 85.



Top baize-basher with good ball physics.

### 10 Zidane Football Generations 78.



Good overall, but stupid flaws hold it back.

### Shaun Palmer's Pro Boarder

Accessible snowboarding sim with very good graphics and lots to do.



## SHOOT-’EM-UPS



### 1 Cannon Fodder 97.



Fabulous strategy shooter from the Amiga. Fantastic!

### 2 R-Type DX 97.



An excellent package featuring several R-Type games.

### 3 Perfect Dark 93.



Tricky, but rewarding. A sumptuous game.

### 4 Worms Armageddon 91.



Hilarious turn-based combat using guns, bombs and sheep.

### 5 1942 85.



Classy coin-op conversion oozes charm and appeal.

### 6 Top Gun 83.



Desert Strike-inspired plane blaster. Not easy!

### 7 Dropzone 83.



Retro rave from the grave. Fast and furious.

### 8 Army Men 2 82.



The plastic soldiers' best effort on the GBC.

### 9 Space Invasion 80.



The best interpretation of Space Invaders on the Color.

### 10 Asteroids 80.



Classic retro thriller brought right up to date.

### Tony Hawk's Pro Skater 3

This 2D interpretation of the 3D series doesn't always come off, but is reasonable fun.



## ACTION GAMES



### 1 Tomb Raider 97.



Lara's just as loveable on the small screen.

### 2 Metal Gear Solid 95.



Stealth combat loses nothing on the Color.

### 3 Resident Evil Golden 92.



Blood-thirsty adventure. Huge, exciting, unmissable...

### 4 Tomb Raider: Curse of the Sword 90.



Game Boy-exclusive storyline in this great game.

### 5 Castlevania Legends 88.



You can't go far wrong with Castlevania...

### 6 Winnie the Pooh: ...100 Acre Woods 85.



It's for the kids, but fun nonetheless.

### 7 Chicken Run 83.



Feather Gear Solid? Make that stealthy escape!

### 8 Alone in the Dark: TNN 81.



Some of the best graphics ever, and perplexing puzzles.

### 9 Mission: Impossible 80.



Great game, but visuals only workmanlike.

### 10 Power Rangers: Time Force 80.



A bit of everything. There are better games, but this one holds its own just fine.



# FALL OUT!

Forthcoming thrills in next month's GBX...

## V-RALLY 3

Could this be the Advance's first quality real-world driving game? We get down and dirty with Infogrames' high-octane thriller...



**ISSUE TEN ON SALE:**  
6th March, 2002

## TEKKEN ADVANCE

It's the fighting game we've all been waiting for, but will it make the grade on the handheld? We check out the latest beat-'em-up bonanza to hit the Advance...



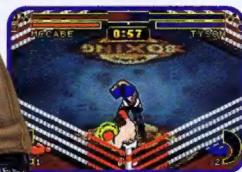
## JONNY MOSELY MAD TRIX

The Tony Hawk's saga spawned a wealth of extreme sports sims, but some were better than others. Does Jonny Mosely's outing take first place? Find out next month...



## MIKE TYSON BOXING

Does it put in a championship performance? Will it take home the Lonsdale belts? Can you bite off an opponent's ear as a special move? We get in the ring with Ubi Soft's heavy hitter.



## PLUS...

Worms World Party, Broken Sword, Gun Vehicle, Magical Vacation, Sabre Wulf, Eggo Mania and more!



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